

HOT NEWS!
Genesis 32x
and Jupiter

17 PAGES OF TACTICS: *Toe Jam & Earl 2*, *Sonic 3*, *Tiny Toons!*

Game Players

SEGA • NINTENDO



**DON'T
BUY
A GAME
UNTIL
YOU'VE
READ THIS!**

SCOOP!

SUPER METROID

*This scorching new
SNES game proves
LOOKS CAN KILL*

*Full review and
interview inside.*

**OVER
200
games
rated and
reviewed**

Mortal Kombat CD

**Mutant League
Hockey**

Star Trek: TNG

Mansion of Hidden Souls

Tomcat Alley

Mega Man's Soccer

EXCLUSIVE!
We interview
Shigeru Miyamoto,
creator of
Mario and Zelda

\$4.50 US & CANADA / Vol 7, No 5
MAY 1994



Printed with Soy Ink
in the USA

WHOOMP!

THERE IT IS

Are you into sports games, OR WHAT?!

Then you're gonna love this STUFF!
We won't bore you with the
Techno-Babble, just use our
Advanced Controllers and
you'll jam harder, pass
longer and play faster!
You'll be so pumped up that
your competition will be afraid
to leave the locker-room!



You'll have it all . . .

SIX BUTTON CONTROL No real athlete would
settle for anything less!



CUSTOM PROGRAMMABLE MICRO-CHIPS!

Now you can handle those
Complex Jams
and other tough moves!

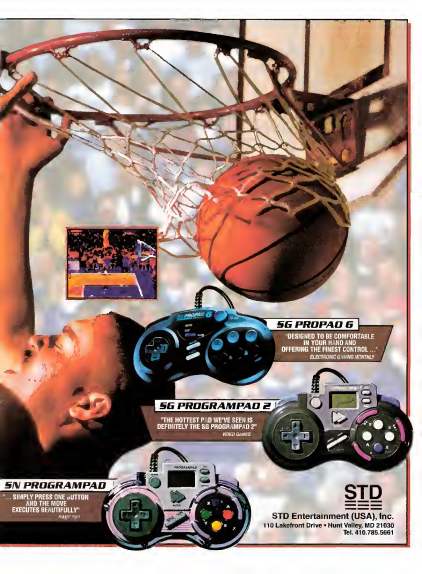
HIGH PERFORMANCE CIRCUITRY!

Our super-smart engineers have done it again!
You'll have the edge in Accuracy,
Speed, and Responsiveness!

PLUS THESE COOL FEATURES . . .

Turbo Auto-fire (up to 35 shots per second),
ergonomic design, slow motion control,
and so you don't get
caught short-handed - an extra long cord!
If you want to be the game's MVP,
you've gotta have **STD CONTROLLERS!**





SG PROPAD 6

DESIGNED TO BE COMFORTABLE
IN YOUR HAND AND
OFFERING THE FINEST CONTROL ...
ELECTRONIC GAMING MONTHLY

SG PROGRAMPAD 2

"THE HOTTEST P/D WE'VE SEEN IS
DEFINITELY THE SG PROGRAMPAD 2"
FOCUS GAMES



SN PROGRAMPAD

"... SIMPLY PRESS ONE BUTTON
AND THE MOVE
EXECUTES BEAUTIFULLY"
ELECTRONIC GAMING MONTHLY

STD
===

STD Entertainment (USA), Inc.
110 Lakefront Drive • Hunt Valley, MD 21030
Tel. 410.785.5661

WELCOME TO GAME PLAYERS



We're back again — it seems like there's hardly been time to read the last issue, and another's already in your hands. And what a thrashing

issue this is!







We've got a barrel-load of games, including *Mortal Kombat* for Sega CD, *Jamm!t*, *Mansion of Hidden Souls*, and, of course, *Super Metroid*. As ever, you know you can trust the reviews you read in *Game Players* because we're on your side — if a game's not worth the money, we'll tell you. So see what we thought before you buy a cart.

When you've finished reading this issue, write and let us know what you think. We've made things easy for you with a special survey on page 88. Take the time to fill it out and let us know what systems you own, what games you're playing, and what you like (and hate) about *Game Players*. Oh, yeah — you can win stuff, too, which more than covers the paltry cost of a stamp and an envelope. Besides, how can we make the magazine better if you don't tell us what you want from it?

— Mark, Editor

COLOR KEY

Use this color key to identify systems throughout the magazine. Whenever you see red in a box marked "Product Info" or overall game rating, for example, you know you're looking at a Super Nintendo game; dark blue always signifies Genesis.

	SNES
	NES
	GAME BOY
	GENESIS
	SEGA CD
	GAME GEAR

CONTENTS

Cover Story

18 SUPER METROID

Super Metroid. Super hot! We've got a review of the best SNES game of the year (page 30-31) — plus an exclusive interview with the project director who thought the whole thing up (page 18-20). Are we impressive, or what?!



INFOTRAK 4

Even more great news about Saturn and Project Reality, plus the latest rumors about 32X, Jupiter, and PS-X. You want more unsubstantiated claims? How about *Mega Man* for Genesis, a Super FX *Castlevania*, and a "lost levels" *Sonic*?

PREVIEWS 22

Here's what you should be saving your money for:

Bubsy 2	22
Soul Blazer	24
Breath of Fire	25
Ahead of the Game	26

READERS' NETWORK 10

As Madonna would say, express yourself. Send us your art, your ideas, and your industry comments.

SUBSCRIBE 16

Save money on your favorite magazine and make sure you get your copy as soon as we've finished it.

What Do You Think!
Reader Survey
Fill out page 88!



page 118
Jurassic Park

REVIEWS 29

Make sure the game you buy is worth it! Depend on our definitive, accurate, and tough reviews.

Super Metroid.....	30
Mortal Kombat.....	34
Mansion of Hidden Souls.....	36
Tomcat Alley.....	38
Knights of the Round.....	40
The Incredible Hulk.....	42
An American Tail.....	
Fievel Goes West.....	44
The Pirates of Dark Water.....	46
Mega Turrican.....	48
Black Bass Lure Fishing.....	50
Star Trek:	
The Next Generation.....	52
Grindstormer.....	54
Heimdall.....	56
Nobunaga's Revenge.....	58
Jammit.....	60
Stop That Roach.....	62
Disney's Aladdin.....	64
Joe & Mac 2.....	68
Mega Man's Soccer.....	70
Liberty or Death.....	72
Mutant League Hockey.....	76

SPORTS 81

And in GP Sports...

PGA European Tour.....	81
Pebble Beach Golf Links.....	82
PGA Tour Golf.....	82
Jimmy Connors' Tennis.....	83
World Series Baseball.....	83
Bill Walsh College Football.....	84
FIFA International Soccer.....	84

TECHTALK 90

We put all the latest game hardware through its paces. What joystick or peripheral is worth your money? And what overpriced items should stay on the shelves?

NEXT MONTH 126

See you next month with even more top reviews, previews, and strategy.

MAY 1994

Editor
Mark Higgins
Section Editor
Leslie Howard
Associate Publisher
Vince Matthews
Art Director
Lynn Moran

ASSOCIATE EDITORS
Jill Landry • Dick Sate

ASSISTANT EDITOR
Doug Dransky
GRAPHIC ARTIST
Mike Winick

WEST COAST EDITOR
Neil West

INTERNATIONAL CORRESPONDENT
Mike Bell, CDS International

GP PUBLICATIONS, INC.
Boston, MA, Foxboro, MA
300-A South Westgate Drive
Greenland, MA 02407

Phone: 617/625-5211
Fax: 617/625-1369

EXECUTIVE EDITOR
Sally Salovey

SENIOR ART AND DESIGN DIRECTOR
Amy L. Priebe

PRODUCTION DIRECTOR
Vivian Swain

MANAGING MANAGER
Matthew Ingram

PRODUCTION COORDINATOR
Francis Lambert

SALES AND CIRCULATION
23-00 South 205

Fair Lawn, NJ 07410
Phone: 201/703-5900
Fax: 201/703-0606

DIRECTOR OF CIRCULATION
Margaret Ripoll

CIRCULATION MANAGER
Tom Furest

SUBSCRIPTION MANAGER
Liz Scoppa

NATIONAL ADVERTISING SALES OFFICE
10025 Miller Avenue, Suite 205,
Cupertino, CA 95014

Phone: 408/255-5181
Fax: 408/255-6034

ADVERTISING SALES DIRECTOR
John Ryan Ford

ACCOUNT MANAGER
Cynthia Simpson

EAST COAST SALES OFFICE
23-00 South 205

Fair Lawn, NJ 07410
Phone: 201/703-5200
Fax: 201/703-0600

ACCOUNT MANAGER
John McLean

MULTI-PLE ADVERTISER
Phone: 201/703-0600

Please send all advertising materials to Francis Lambert,
Production Department, all editorial materials to
Vince Matthews, Associate Publisher, Game Players
Magazine, 300-A South Westgate Drive, Greenland, MA 02407.

GP PUBLICATIONS, INC. - CORPORATE

President
Chris Anderson

VICEDIRECTOR & CO.
Tom Viscardi

Produced in the United States of America. Game Player Sep-
tember (824-825-8122) (SAPS 824-822) is published monthly by
GP Publications, Inc., 23-00 South 205, Fair Lawn, NJ 07410.
Special-class postage paid in Fair Lawn, NJ and additional mailing
offices. Postmaster: Collection is limited by Curtis Circulation
Company. Subscription rate per year (92 issues) is \$10.95. Single
\$3.95. Quantity price includes postage and GST. GST
#R12309493. Subscriptions in the U.S. and Canada, add \$2 per issue. POST-
MASTER: Send address changes to Game Player Sep-November,
23-00 South 205, Fair Lawn, NJ 07410.

Reproduction copyright 1994, GP Publications, Inc. All rights
reserved. Reproduction in whole or in part without permission is
prohibited. GP Publications, Inc. is not affiliated with the copyright
or periodic revenues Game Player Sep-November. That's enough
junk from us, we do what we do best! — GP PUBLISHING, GAMES.

TACTICS & STRATEGY 94

Don't ever get stuck in a game again. We've got all the answers.

Game Players 27407.....	94
Codebreakers.....	98
Sonic the Hedgehog 3.....	102
Tiny Toon Adventures:	
Montana's Movie Madness.....	106
Jurassic Park.....	106
Toe Jam & Earl 2 inc:	
Panic on Funkotron.....	114



page 102
Sonic the Hedgehog

NOW PLAYING 116

Make sure you spend your money wisely! Check out what we thought of games released over the last six months.



page 114

page 114
Toe Jam & Earl 2





**DON'T SUE —
They're Only Rumors!**

- It's an exciting new Genesis version of the classic that will include the first time...
- Sega pulled out of the summer... publishers are also thought to be... Electronic Arts and... both returned to be pulling... CES EA may organize to own... the end of May. Then here... at CES.
- It's a... to bring a new... Sega's new Sega Saturn.
- It's... because he had a... rumors and will have design... for Sega of America... behind Castleblaze... among others.
- It's... we hear about a... with a Game Gear lead.
- It's... another SNES... and that will use the Super... the new Genesis incorporates... Sega's version of the... it's built in to bring down... scheme.
- It's... knows here... Raper II, a 24 meg game... will be scaled down to a 1... when it goes on sale here.
- It's... quarter of the... released for the Japanese... "redemption" title.
- It's... the Nintendo 3 was a... cartridge when it was released in... but, again only 16 hours. Does... a "lost level" game in the...
- It's... the latest games... in Japan is Oracle II for the PC... a Castleblaze type game...

The war between Sega and Nintendo is heating up. Take a gander at some of the incredible machines you'll be using soon. Plus rumors, news, and details that affect the games you play.

SEGA HITS HYPERDRIVE

— Saturn, Jupiter, Titan, and the Super 32X

Yo, ho, ho! If you thought last month was a busy one for Sega of America, get a load of this stuff! The planets must be in alignment for the company — it's on a virtual spree of game-system designing. Here's what we've learned in 30 short days.

Jupiter

While Sega won't confirm or deny the existence of Jupiter — or anything to do with Saturn, for that matter — the modular approach of releasing what is essentially a Saturn but without the CD-ROM drive does make a lot of sense. We wondered in print last month how Sega could compete with Nintendo's planned \$250 price tag for Project Reality. The Japanese Saturn is reportedly going to sell for about 50,000 yen (about \$470). The strapped-down Jupiter machine could sell for about 30,000 yen (about \$280), which is much more competitive.

The plan could cause a few problems, though. The primary one is consumer confusion. Have potential buyers yet figured out the difference among the old Genesis, the new Genesis, the old Sega CD, the new Sega CD, the CDX, the portable Genesis, and the in-between Sega CD? Now they've got Saturn, Jupiter, and Jupiter's modules with which to contend. But ultimately Sega wants to continue building its consumer base, and Jupiter seems a good way to keep everyone happy.

Saturn

We hear that the first few Saturn games will include Virtua Fighter, Virtua Racing, Virtua Soccer, an unbranded 3-D shooter (rumored to be in the works from Game Arts), a souped-up Superstar, perhaps?!, and an unbranded action game. Sega of Japan has some 40 games in development, which surely includes the Sonic and Daytona arcade games — one of the advantages of Saturn is that it reportedly takes just two weeks to transfer code from one-up to Saturn.

Japanese audiences will get their first real look at the Saturn during the Tokyo Toy Fair in June. A U.S. release? The timetable rumors range from the fall through 1995.

The biggest rumor surrounding Saturn is that it will be released in two versions. The 32-bit Saturn we're all drooling about will incorporate both a cartridge port and a CD-ROM drive. Then there's the Jupiter, which is a Saturn without the CD-ROM drive, although one would be available for future upgrading.



Sega's Saturn machine is the next step forward in video games... but with a suggested price tag of \$470 how many of us will be able to afford it? By releasing cut-down versions of the same hardware at reduced costs, Sega can make the machine more accessible to all of us.

Sony's PS-X Heats Up

News continues to filter through about Sony's PS-X — and everyone we talk to who has seen the system just raves about it. The latest we hear is that Sony already has 110 game companies lined up to develop games for the system, including Bandai, Capcom, Konami, Jaleco, Namco, and Taito. Sony also says that its number of licenses is increasing faster than those for 300 in the same time frame. We're also hearing that Street Fighter may be one of the first games released for the system. Sony Musicaine, a subsidiary of Sony Music Entertainment — which, of course, is also the parent company for the PS-X — will begin publishing a magazine devoted to the PS-X this October. Reportedly, a CD-ROM will be included with every issue.



Nintendo has revealed that it will release a cartridge containing a Game Boy emulator, enabling more than 350 Game Boy titles to be played on the SNES. The device will be released in June for \$99.99. You can customize colors and buttons used in the games — don't expect true color!

Titan

Genesis Super 32X

THIS JUST IN

Titan's yet another galactic name (it's one of Saturn's moons), but it's not one that you really need to remember. This new 32-bit (we also hear 64-bit) machine is compatible with the Saturn and is already being sold to Japanese arcades at around \$950 — less than half the cost of most current coin-op prices — and is likely to come to arcades in America some time this year.

Titan lets Sega do market research on its new games before it introduces them for the home systems later on. It's a method that's working for *Wings Fighter* and *Wings Reborn*, and it certainly worked for *Mortal Kombat* and *MSA Jace* — play 'em in the arcades and get pumped up about buying 'em for your very own.

Sega has already begun replacing existing game boards with Titan throughout its 1200 amusement centers in Japan. The system should ensure that only the best games are released for Saturn.

Just when we got ready for Sega to announce something like the Pluto or the Hyperion, instead comes the less cosmetically named Genesis Super 32X, a Genesis hardware upgrade available the November that Sega claims will give "arcade-quality game experiences from existing Genesis hardware." Huh? Well, what Sega's announcing is a sort of stop-gap measure before Saturn is released.

The Super 32X is an add-on module that incorporates two Hitachi SH2 RISC microprocessing chips — the same chips the Saturn will use. When attached to a Genesis or Sega CD, you can play all your old games, as well as CD and Genesis games designed to incorporate the new technology. Sega reportedly has some 30 in development itself, with other licensees to add a similar number.

So why is Sega doing this when you'd think the company would want gamers to save up for Saturn instead of dishing out \$149

for a new add-on? There are probably two reasons: One is obviously to postpone the life of the Genesis and to give gamers a chance to play 32-bit titles now, before the Saturn or Project Reality go on sale.

We also think it's because cartridge prices are beginning to creep up — remember, *Wings Racing* has a staggering \$100 price tag. The new enhancer enables Sega and its licensees to keep cartridge prices the same, but still add fast processing speed, texture-mapping, scaling and rotation, and improved graphics to the games.

A Sega spokesman promised *Game Players* that the 32X would not postpone the release of the Saturn — although it's a pretty sure bet that the more Saturn won't be going on sale during 1994. Our contact wasn't able to give us any game titles, but he did say Sega's planning on the one or two games that will only be available for the 32X to drive sales of the system to 2.5 million units within the first year. We'll see!

VAN DAMME BANKS ON STREET FIGHTER

Jean-Claude Van Damme has already signed on as "the good guy" (Yip, yeah? Dr. Guilo?) in the movie version of *Street Fighter*. Jean Chen (Dr. Deadly) would play Chun-Li when filming begins in June. Van Damme stands to make \$8 million in the picture, but he'll shed his last movie, a martial-arts flick called *The Quest*.

NINTENDO MOVES SOME OPERATIONS TO MEXICO

Nintendo of America had of about 140 workers when it closed its manufacturing operations in Redwood, WA, in mid-March and moved its hardware and software production for Latin American markets to Mexico. The company and its sales in Latin America have grown, and its new working with an established manufacturing company in that area. The layoffs represented only about nine percent of Nintendo's 1550 Redwood employees.

ONE GIANT LEAP FOR GAMERS

By 1997 you may get to star a dual buggy on the iconic *LunarLamp*, a maker of space-themed CD-ROMs, wants to use \$110 million to put a satellite-controlled rover on the moon, then charge the public to drive the rover across Tranquility Base. A quarter of the rover's work will also be devoted to science, says David Camp, president of *LunaCorp*.

That's no word on how much each tap in the command seat would cost a player, but the theme parks, location networks, and computer sponsors who would control the rover would have to ante up between \$0 and \$18 million each.

ONE BATMAN, TWO ROBINS

Warner Brothers has been holding open auctions for actors interested in playing Robin in the new *Batman* movie. "We're looking for a Robin for the '80s — someone who's tough, sexy, rebellious," says Mel Finn, casting director for the movie. With that in mind, Finn has auditioned youngsters recommended by youth clubs, parole officers, and gang bosses. Applicants should be under 5'9" and between 14-20. *Movie!*

Another Robin — Robin Williams — is so exact — will be the primary when in *Batman* it which will be directed by Joel Schumacher (*The Lost Boys*, *Rainforest*). Producers are also hoping for another high-profile lead guy. Evidently Warner Brothers is trying to counter Tommy Lee Jones to play Harvey Two-Face. If you remember, Sly Fox Williams played him in the original *Batman* movie.

LICENSEES PONDER PROJECT REALITY

Things are pretty quiet in the Nintendo of America camp, but we're hearing mood-losers to Nintendo's announcement to make Project Reality cartridge-based instead of a CD-ROM unit. While the idea of the minimum 100-meg cart sounds good on paper (especially if Nintendo keeps its promise to deliver it at a price comparable to current SNES games), the format has some third-party licensees more than a little concerned.

One licensee told *Game Players* that the problem from their perspective is that the cartridge format helps Nintendo maintain what many call a strangle-hold on its publishers. While Nintendo reportedly charges between \$20-25 for each cartridge that it manufactures for a licensee, a CD game costs less than half that for producers of Sega CD titles. Assuming that figure stays the same for Project Reality software (it could even go higher), that's a lot of start-up cash for a system that's not even on the shelves yet.

The problem may not be confined just to Nintendo. If what we've heard about Sega's Jupiter is true, then that system would jump ahead of the prior Saturn as PR's direct competition. So what? Well, that could mean that while CD games are possible for the Sega 32-bit, cartridge titles would be in higher demand. And although Sega isn't rumored to be charging quite as much as Nintendo when it

comes to its manufacturing fees, they aren't cheap, either. The unavoidable price war between Saturn and PR that will erupt shortly after their release, could spell even more trouble for the licensees, forcing them to sell carts at close to cost while Nintendo and Sega take their usual chunk.

One more thing: Developers managed to sneak a peek at some proposed specs for Project Reality during a recent *Bacon Graphics* conference in the U.K. These are sure to change, but we thought you'd like to know what they were anyway.

PROJECT REALITY

What's it got?

- CPU: R4200 MIPS
- 160MHz RISC processor
- 100 MIPS (Millions Instructions Per Second)
- 3-D Graphics: 100 MFLDPS (Floating Point Operations Per Second)
- 100,000 polygons generated per second
- Real-time anti-aliased 3-D texture-mapping
- High-resolution MDTV compatibility
- 16.7 million colors
- CD-quality sound

THIS JUST IN

WEIRD NEWS OF THE MONTH

Two students from California State University-Fresno have found the exciting "Mighty Morphin Power Rangers" can turn you into learning beasts. Well, maybe not beasts, but both sports, anyway.

The undergraduates found that kids who watched a single episode of "Power Rangers" immediately began harassing playmates with karate kicks and aggressive threats. Kids who didn't watch the episode did nothing worse than take other kids crayons in the hour following the show. No word on whether these two preschoolers been raised in a vacuum and had never seen the show before.

300 INCREASES GAME LIBRARY

300, played by rotas of low-low games and not enough quality, has proved to be at least 100 titles on the mend by the end of the year. It's certainly do-able, but we'll believe it when we see it.

Coming in April and May are *Castles* (Midmedia Sports, ESPN Reader) — *Attila* (Midmedia Sports) — *The Ever More Incredible Machine* (Synapse), *Jurassic Park* (Interactive) — *Universal Interactive Skunks*, *Lower Your Score with Ten Kids* — *Shot-Making* (Midmedia Sports) — *Miscellaneous Progress*, and *Silly City*. At the Museum (Midmedia), *The Space Shuttle* (The Software Technology), *Sir David's* (David Dynamics), and *Who Shot Johnny Rock?* (American Laser Games).

DATES SET FOR AMDA EXPO '94

The Amusement & Music Operators Association's (AMOA) Expo '94 will be held September 22-24 in San Antonio. The conference will feature more than 1000 booths with the latest in computer technology, physical games, video games, CD-ROMs, electronic cars, pool tables, and so on. AMOA comprises some 1,700 game/park operators, distributors, and manufacturers of coin ops. Call 210/245-1021 for more info.

VR THEME PARKS EXPAND

Players from San Diego to Houston already knew the secrets of the Virtual Geographic League, but now more of the rest of the country can join this slowly dedicated to interdimensional travel!

Virtual World theme parks — begun by Virtual World Entertainment, which in turn was begun by the late behind FASA publishing and the BattleTech Centers — are expanding beyond the original four U.S. sites in Chicago, Walnut Creek, CA, San Diego, and Houston. Locations set to open this year include Los Angeles, San Francisco, Las Vegas, and Dallas. Worldwide locations will include Toronto, London, and Hong Kong.

Virtual World is two games in one. For \$7.95, you get a 30-minute game session with either *BattleTech*, which lets you take the controls of a 30-foot walking tank in a ritual combat, or *Red Planet*, in which you race a hovercraft through wiring cables on Mars.

Once you enter the park, you go into a "containment bay" and choose your game. You then watch an intro movie (starring Judge Reinhold, Joan Severance, and "Word" Al Yankovic, no less), get some training, enter a pod for the ten-minute VR game, then head for the "decontamination" room where you review your game and get strategic tips. Beware: In the park, you can try your hand at multi-player computer games.



Virtual World is earning lots of cash, and it's evidently a lot of fun, too — reports tell of players who have been through the park 2000 times!

Take advantage of interdimensional travel.

Mortal Kombat CD Rated MA-17

The condemnations of senators mean nothing when you're selling games hand over fist. Acclaim has received an MA-17 rating for its *Mortal Kombat* for Sega CD. The company can't be surprised — the designers set out to make the game as close a direct conversion of the

arcade game as possible. What's that mean? That's right — **no blood code!** There's no need for one, it's bloody right from the beginning.

Phyllene Riggs of Acclaim told *Game Players* that the company has pulled back the game to make some last-minute changes (hopefully to

straighten out some problems we had in our 50-percent-complete version, see pages 34-35 for the full review). She's not sure what's going to be changing, but she emphasized that the final product will be as close a direct conversion of the arcade game as possible.

Latest Violence Hearing Ends Peacefully

Sega and Nintendo — represented by Edward Villanova, Sega's senior vice president, and Howard Lincoln, Nintendo's chairman — demonstrated a united front as they told a panel headed by Joseph Lieberman (D-Conn.) and Herbert Kohl (D-Wis.) that they were working together to create a national rating system. Everybody smiled and suggested the leaves in each other's jackets just a smidge.

Though no firm decision has been made, evidently an anonymous panel will be set up consisting of parents, psychologists, and educators who will rate games for violence and sex much the way movies are already rated.

Programmers Respond to Park Place Story

Game Players has gotten some flack from some programmers upset with our March story "Sony Loses Park Place," about the defection of 27 programmers from developer Park Place to Sony Imagesoft. We got the story literally as the day we shipped the Infotrak column and couldn't find any programmers with whom to talk. But we're more than happy to bring you their views now.

If you didn't see our earlier story, it was an interview with Mike Knox, CEO of Park Place, in which he told us that the collapse of the company was based on the mass defection of its programmers. He also mentioned an off-site meeting after which he received 27 resignations. But that's not what we hear from the former employees.

"We were called to that off-site meeting," says Phil Weeks, a former designer who now works for Sony, "to get our final psychos, and while we were there the locks on the building were being changed. We had to call and make appointments to pick up personal effects." While Weeks had been aware that "kings were shaking" — he hadn't gotten a royalty check, for example, in the six months prior to the closing — that wasn't always the case. Another programmer, who wishes to remain anonymous,

was hired only a month and a half before the shutdown.

"I had been there only two weeks when people's psychos started bearing in," he says, "but they allowed me to move from Atlanta. And I wasn't the last person they hired! Sony didn't take everyone, so there are still a number of people who used to work at Park Place who don't have jobs and who haven't gotten paid."

Other names stand out by former programmers include an executive's suggestion that a medicine cabinet of Wynn and another coffee jugs be kept on hand so programmers could work longer hours. We hear that Knox turned down at least two offers to buy out Park Place — one from Sony, as a matter of fact — but that he refused to relinquish controlling share.

"Nobody needs the movie to stab him in the back," says our anonymous source. "We did it just to survive. I'm talking to you, he disavowed that the moral of his story was for independent businessmen to be afraid of what can happen to them. I think the moral of the story is to be afraid if you work for a company like Park Place that just doesn't care."

Suspense and intrigue in the video-game industry. Maybe HBO should look into a picture deal.

SOFTWARE ETC. \$300 PER UNIT

based on unit sales for February

1	<i>Sonic the Hedgehog 3</i>	Sega of America for Genesis
2	<i>NFL Football Starting Joe Montana</i>	Sega of America for Genesis
3	<i>Dragon's Lair</i>	Redshift for Sega CD
4	<i>Secret of Mana</i>	Square Soft for Genesis
5	<i>X-Men</i>	Sega of America for Game Gear
6	<i>Lufia & the Fortress of Doom</i>	Tate for SNES
7	<i>Lunar: The Silver Star</i>	Working Designs for Sega CD
8	<i>Mook</i>	Ocean for Genesis
9	<i>Rain v. Sinsaar</i>	Electronic Arts for Genesis
10	<i>Mortal Kombat</i>	Acclaim for Genesis

A two-handed jackhammer tomahawk turbo JAM!

Get ready for the hottest games ever. Get the Super Link.

The court's ready. The house is thumping. The crowd is wild. The TV cameras are on. You're in the locker room. And you better not be alone. Because the hottest new Super NES™ games explode with the power of multi-player action. And with the new Super Link™, you can put up to five of your best players on the court for the biggest games, the best shots and most amazing tomahawk turbo jams of your life. The Super Link features an advanced compact design. It's easy to hook up and easy to use. The hottest games are here. Are you ready?

Connect up to
5 Players

Start Jammin' for Only \$29.99*.

Why pay more for other adapters when Super Link offers the full power of multi-player action for only \$29.99*? Pocket the savings and head to the store for your next game!

Use Super Link
with great games
like these:

- ▶ **NBA® JAM™** by Acclaim
- ▶ **Bartley: Shut Up and Jam!**™ by Acclaim
- ▶ **Stam Masters™** by Capcom
- ▶ **Firestiker™** by DTMG
- ▶ **Bill Walsh College Football™**,
FIFA® International Soccer, NHL® '94,
Madden NFL® '94 by Electronic Arts
- ▶ **Lord of the Rings™** by Interplay
- ▶ **The PeaceKeepers™** by Jaleco
- ▶ **Secret of Mana™** by Square Soft

*Retail prices may vary. Nintendo Super Nintendo Entertainment System (SNES) is a registered trademark of Nintendo. The Super Link™, Bartley and Stam Masters are trademarks of Acclaim Entertainment. Firestiker is a trademark of DTMG. The PeaceKeepers is a trademark of Jaleco. Secret of Mana is a trademark of Square Soft. The Lord of the Rings is a trademark of Interplay. The Madden NFL is a trademark of Electronic Arts. The FIFA International Soccer is a trademark of Electronic Arts. The NHL is a trademark of NHL Enterprises, Inc. All rights reserved.



Bullet-Proof Software, Inc., 8357 15th Ave. NE
Redmond, Washington 98052 (206)661-9100
Approved by Nintendo. Acclaim Entertainment, Inc. Electronic Arts, Interplay, Inc.
The PeaceKeepers is a registered trademark of Jaleco.

SMASHING

THE MYTH OF SPEED & POWER

Have you ever wondered why balloons came before supersonic jets? It's simple. Hot air is easier to make. When it comes to 16-bit video games, the hot air coming out of Sega's marketing department could inflate a giant Macy's Thanksgiving Day hedgehog—well, almost. Before you make a choice between 16-bit systems, you should get the cold, hard facts.

A BLAST OF HOT AIR

This "Blast Processing" you've heard about is said to speed up Genesis games, but what is Blast Processing? When we called Sega, they said it was just a marketing buzz-word, and according to programmers we talked to who design games for the Genesis, Blast Processing doesn't exist except in the minds of Sega's marketing department. There's no Blast Processing hardware. There's no Blast Processing technology. There's no super "Blast" boost of any kind. So what about Sonic's speed? The truth is that you could put Sonic or any character on the Super NES and have it race across the screen just as fast. You could also easily scale him so large that you'd see each individual hedgehog hair (not a pretty sight) and you could rotate his background until he really turned

blue. So why don't Genesis games have special effects like that? Because they don't have the custom graphics processors that are used in the Super NES, and because Blast Processing isn't worth a hedgehog's hair when it comes to real gaming advantages.

The truth is that you could put Sonic on the Super NES and have him race across the screen just as fast!

Comparing speed on the two systems is like comparing apples to oranges. Processing speed can be measured in several ways including CPU clock speed and memory cycle time. For instance, the Super NES has a slower clock speed but a faster memory cycle

time. Even so, according to game programmers, processing power is not just a matter of CPU speed. In fact, CPU speed is only one of many factors. The only real way to judge speed is by playing the games. It is important in games like F-Zero and Street Fighter II Turbo, because the element of speed adds to the challenge. On the highest speed settings of SF II Turbo (at ten stas), only a real master can react quickly enough to throw a winning combination. On either the Super NES or Genesis you could have characters move so fast that you literally couldn't see them, but what's the fun in that? So what is this myth about Blast Processing? That's simple. Clever ads from Sega's marketing department. If you've been taken in by this myth, don't feel bad. You're not alone.

TRUE POWER PROCESSING

When the Super NES debuted, critics said that Nintendo had waited too long before entering the 16-bit market. What Nintendo had been doing, however, was creating a new technical standard for video games. The Genesis had been put together with mainly off-the-shelf parts that had been designed for generalized computing functions, not video games. But the Super NES incorporated six customized chips and a CPU with specialized, Direct Memory Access high-speed functions and two advanced PPUs or video processing units. The video processors are uniquely designed to provide graphic effects like the eight independent background music functions including the rotation and scaling effects of Mode 7. Mode 7 is a built-in function of the Super NES PPU that has revolutionized home video games. Sports games in particular have risen

to a new level with is-year-face perspectives like that of NCAA Basketball and NHL Stanley Cup. This is true Power Processing. It's wired in. And the Super NES does more than manipulate graphics—it also gives you better graphics from the start with more than 32,000 colors to choose from while Genesis has 256. The Super NES can display 256 colors at one time while the Genesis can only show 64. While 128 sprites can appear on the screen on Super NES games, only 80 appear on the Genesis. Put a Super NES game like Street Fighter II, Mortal Kombat, or Nival Mansell's World Championship Racing next to its Genesis equivalent and you'll see the difference: the Genesis, presents a flat, pale reflection of the Super NES. It's like comparing fresh oranges to Tang. The Genesis just ain't got the juice.

SUPERior NES

- Two video processor PPU units with eight mode effects including Mode 7 for special graphics effects like rotation and scaling
- 6 custom designed chips for video games as opposed to only 2 custom chips on the Genesis circuit board give more graphics effects, more colors and better sound
- Almost twice the internal memory for speeding up programs
- Data retrieval is 200 nanoseconds for the Super NES—80% faster than Genesis
- Sound Signal to noise ratio is 2.5 times better in the Super NES for sharper more realistic sound effects, voices and music
- The Super NES Controller has 12 buttons to eight for Genesis for greater game play versatility and better control

teeth into. These guys are masters—they want to take their game ideas to the limits, and the Super NES is the 16-bit platform that gives them the custom graphics and sound processors to do it. Here are some of the best: *Super Metroid*, *Street Fighter II Turbo*, *The Legend of Zelda: A Link To The Past*, *Super Empire Strikes Back*, *Star Fox*, *Mega Man X*, *Super Mario Kart*, *NCAA Basketball*, *Secret of Mana*, *Final Fantasy II*, *NHL Stanley Cup*, *Tommy Moe's Winter Extreme Skiing & Snowboarding*, *Actraiser*, *Turn & Burn: No Fly Zone*, *Ken Griffey Jr. Presents Major League Baseball*, *Tiny Toon Adventures Buster Bosts Loose*, *F-Zero*, *Pilobolys*, *Contra III*, *Bugs Bunny Rabbit Rampage*, *Road Runner's Death Valley Rally*, *Mario Paint*, *Street Race FX*, *Super Mario All-Stars*, *Soul Blazer*, *Castlevania IV*, *Star Trek: The Next Generation*, *SimsCity*, *Top Gear*, *Super Bomberman*, *Tony Moola Soccer*, *Wicked 18*, *Wings 2*, *Youji's Cooke* and many more classic games in every category including action, sports, adventure, RPG, puzzles and simulations. You could never duplicate these games on the Genesis except in name, and many of these games will never appear on the Genesis in any form. In other words, if you only own Genesis, you can't play these games.

FOR THE SUPER NES ONLY

If speed is all that a game has, then it won't be fun for long. Involving game play is a matter of variety, challenge and depth. It might feel good to rocket through *Sonic 2* the first time you plug it in, but what then? The built-in power of the Super NES gives game designers and programmers more meat to sink their



GET REAL, GET NINTENDO

So you spent your hard-earned bucks on the Genesis and now you can't play the best games. It may not seem fair, but it's not the end of the world. For less than the cost of a couple of Genesis games, you can have the system that gives you the best fighters with lightning fast control like *Street Fighter II Turbo*, the deepest fantasy adventures from Square Soft, Enix, Koef and Nintendo, the most challenging and creative action games like *Super Empire Strikes Back* and *Star Fox* and the most realistic and revolutionary sports games like *NCAA Basketball* and *NHL Stanley Cup*. The Super NES is the system with real power. If you don't have it, you're missing the real action. Get real. Get Nintendo.

Advertisement
With Nintendo of America Inc.

Q&A:

THE QUESTIONS THAT COUNT

- Which system gives you 2 custom graphics processors?
Super NES
- Which system gives you 4 times the colors?
Super NES
- Which system gives you the deepest game play?
Super NES
- Which system has a black control deck?
Genesis
- Which system has a more versatile controller?
Super NES
- Which system has the most custom chips?
Super NES
- Which system has Mode 7 effects?
Super NES
- Which system has twice the internal memory?
Super NES
- Which system uses electricity?
Both
- Which system can use the most sprites (120) simultaneously?
Super NES
- Which system has a European paragon for a mascot?
Genesis
- Which system has true digital sound?
Super NES
- Which system has specialized BMA architecture?
Super NES
- Which system can turn you into a super man?
Neither
- Which system costs about \$300?
Both
- Do you really need anyone screaming in your face?
No

Now you add it up. ↑

Genesis is a trademark of Nintendo of America Inc. ©1991 Nintendo. Sega and Genesis are trademarks of Sega. Turbo is a trademark of Game Boy. TM.

Super NES Genesis



Neal Munroe's World Championship Racing

Neal Munroe's World Championship Racing



EVERYBODY WINS!



Who got a lot more respect in this month's Burning Question? I'm not sure. Even though these opinions are more than a year away, you guys are discussing how pieces of information you can get...and falling asleep on them. Not surprising.

Well, the real crime done about 50-50—and we're not just saying that to appease the internet. Really, there's a check the recycling bin if you don't believe us.

In other news, it sounds like the Network pen pal connection is definitely the way to make friends and influence people. And those four make *Mortal Kombat* only sold by Activision may just be coaxed — by NEM. And it's definitely dominating the mail not only for this department, but for Lucy's "2740" and Drew "Cockbreakers," from the latest.

— LESLIE

The mail section where READERS are king! Here's your chance to express your views on everything from new hardware systems to lousy games to abusive Network editors. Oh, yeah, you can be creative, too, and send us your best game idea or envelope art.

FEBRUARY 00



Saturn.
Project Reality.

The war's just
getting started.

On which side
of the fence
do you fall?

PROVE IT!

Project Reality? I won't comment on that until it's a reality. Sega's Saturn system is a smart move, considering that Mario-type games just don't cut it any more. Interactive formats are the latest rage.

Hiram Rodriguez
San Francisco, CA

THE CAT'S MEOW

Why wait for Sega's 32-bit (only 32-bit) Saturn or Nintendo's Project Reality when you can buy Atari's Jaguar right now? It has most of the best third-party developers — Accolade, Virgin, Interplay, and so on — and great games are coming soon. It's the best home-game system.

Harold Jass
Vancouver, BC

Does Atari have you on a retainer?

THE CLEAR CHOICE

I think Saturn will be better than Project Reality. I have a Genesis and my friend has an SNES, and in my opinion, Sega is already better than SNES.

Sean Soto
Owasso, OK

NINTENDO'S MOVE

I switched to Genesis because of its popularity. But I think Nintendo will make its comeback with Project Reality. I hate to say it, but I think PR's graphics are one step ahead of Saturn's. This is Nintendo's chance to get back into the game.

J.P. Emery
Phoenix, AZ

HEAD GAMES

I think after Sega brings the Saturn to America, Nintendo will think this is Sega's finishing move, and it will give us Project Reality thinking it has topped Sega. Then Sega makes the real finishing move by giving us Virtual Reality headgear and leaving Nintendo headless.

Drew McCarthy, 11
Nova Scotia, Canada

ENOUGH ALREADY!

Sega and Nintendo's hardware wars are really getting old. Sure, the consumer's benefiting from the war where technology, hardware, and software is concerned, but I'd much rather upgrade the hardware I've got than spend money on new systems which will be obsolete in five years.

Troy Williams, 15
Valley Center, CA

FADE TO BLACK

Sega has a knack for making great games, unlike Nintendo, who, it seems, is running out of ideas. Another thing that makes me think Saturn will be better is Sega's creativity. I haven't heard of any Nintendo games. In general, Sega's going to dominate over a fast-fading Nintendo in the future, and Saturn might only be the beginning.

Raul Gutroz Jr
Bronx, NY

JAM SESSION

It's what you're playing. It's what you're talking about.

Although MM, Jam is probably one of the best sports games ever. I feel that the game's designers did a very nice job of giving us a game by making the game enjoyable, with only one rule: no cheating. Jam is Sega's best Project Reality game. I like it, and I don't see how it could be better. So...for another reason.

Phil Hochstetler
Austin, TX

There's just no happens that money machine. The only folks who earn more money than video-game companies are... well... basketball players.

Can you tell me why Shogun and Majestic are the MM, Jam?

Video: Hobbes

Shogun isn't in the game because he's listed in our own deal with Electronic Arts. Just we hear that Electronic's deal with Accolade means he might be disappointing in his copies, too. As for Majestic, you've got an atypical. Do any of you realize how?

In your personal opinion, who are the five best athletes and the five best athletes in Jam?

Kyle Pearson
Abingdon, VA

Clearly, Wolf, Kyle, while many players for the top spots, there isn't a real leader in any area. Here's a list, however, of the players who have a round-out value in each of the four categories. Any of them will do you right.

SPEED

Michael Schenker
Sage
Mick Thomas
Dustin Pizarro

DEFENSE

Patrick Ewing
New York Knicks
Derek Harper
Dallas Mavericks
Hakim Olajuwon
Houston Rockets
Robert Parish
Boston Celtics
David Robinson
San Antonio Spurs

DUNKS

Glenn Magic
Pewee Sells
Parker Truesdale
New York Knicks
Charles Hallisey
Seattle SuperSonics
Jack Sun
Duncan Mubumba
Denver Nuggets
Hassan Abbou
Houston Rockets
Scottie Pippen
Chicago Bulls
Mitch Richmond
Sacramento Kings
Domenique Wilkins
Atlanta Hawks

SHOOTING

Chris Mullin
Scott Skiles
Isiah Thomas
Golden State Warriors
Orlando Magic
Detroit Pistons

FIRST COME, FIRST SERVED

If it all comes down to the games: We've come to a point where the system technology has surpassed our gaming ideas. All these new systems can play very realistic, awesome-looking games, but which company will have that next huge seller? My opinion goes with the Saturn.

Mark Lohr
East China, NY

THE 64-BIT QUESTION

Why isn't Saturn a 64-bit system? When Nintendo finally does come out with PR, Sega will have to come out with a 64-bit system to match it. Sega should modify the Saturn to be 64-bit. But Sega rules — and so does Game Players.

Michael Vicenz
Lilica, NY

CLINTON? GORE!

From what I've seen, the Saturn's graphics are blurry, while the graphics in Project Reality look bright, colorful, and very, very realistic! However, Saturn will probably incorporate blood and guts in its fighting games, and that alone is enough for some people. I'm not a beligerent gore fan, and I like clear graphics, so I'll go for PR.

Jay Kloss
Westlake, OH

CD FANS UNITE!

PR looks much better than the Saturn. I don't think that right now would be a great time to put the Saturn on the market because a lot of faithful Sega owners have just blown \$250 on the Sega CD. If Sega is smart, it won't release the Saturn until early 1996, which is really not all that much earlier than PR. I'm most likely going to wait for the PR system to be released — Nintendo's 64-bit is worth it!

Justin Reock
Marietta, GA

SHORT ATTENTION SPAN GAMING

I've been waiting for this question. I think that, as usual, Nintendo will have the better hardware, but it will lack software because of its later arrival. I'm Nintendo-loyal, but it's the software, not the hardware, that makes or breaks the system. Lynx, anyone?

Michael Monk
Union, MS

DENTURES?!

I think Project Reality kicks Saturn hard in the gut! My grandpa's dentures could make a better system than that sucky Saturn. The world's greatest geniuses must be working on PR. In addition to everything else, Sega's Saturn system's hidden cartridge input proves that Sega is more concerned about looks and style than quality and performance.

Ryan Ninneman
Grosse Pointe Woods, MI

A PICTURE'S WORTH 1000 UNITS

Project Reality, with its hot graphics, will lock Saturn's butt! If anybody looks at the pictures in your March and April issues, they'll see that PR has better graphics than Saturn. And PR has the potential to be a 64-bit-killer — that certainly makes it better than Saturn.

Pat Oglesby
Brookville, IN

RUNNING RINGS AROUND PR

Saturn may not be Sega's finishing move, but I know I'm saving up for a Saturn. I own both Genesis and SNES, and I enjoy Genesis games much more. Couple that with Nintendo's concerning attitude and the fact that I don't believe they can put out PR for under \$250, and they shouldn't make us wait another year and a half. Saturn is for me, and I can't wait.

Damon Vergilo
Lake Blinnore, CA

WHY? WHY? WHY?

Project Reality wins! Why would I want to buy a 32-bit system when I could buy a 64-bit system? So what if PR isn't coming out for a while? It just gives us players time to get psyched up. I got a Sega CD almost entirely to play Sonic CD, but if Saturn games were compatible with the Sega CD, then there'd be no reason to buy a new system. Basically, I'm saying that I don't mind waiting for a dream machine that costs, like, a quarter more than the SNES did when it first came out — especially since it's from Nintendo.

Rebecca Cataloff
Corcoran, PA

DON'T BE STUPID

The Saturn is going to be a hit in my opinion. I mean, a 32-bit system built to handle 64-bit software? And because of your totally awesome magazine, I have an equal opinion about Project Reality. So if Nintendo plays its cards right and isn't as stupid as with SNES and doesn't make its games super-wimpy, the company just might make a comeback. And if Sega is smart enough not to make another stupid move (like its rating system), it could take out Nintendo for good.

Alex Horn
Brighton, MI

THE BURNING QUESTION — MAY

Companies spend major bucks every year in advertising — in magazines, on television, and even in movie theatres. So how influenced are you by the ads and commercials you see? Have you ever bought a game because of its ad campaign? Were you pleasantly surprised, or did you get burned?

PUSHING THE ENVELOPE

Winner!



Grant Swille of
Philadelphia, PA



Doug DeWitt of
White Plains,
NY



Marvin Jenkins of
Vermont, VT



Amy Kruse of
Jennett, Missouri, PA



Ivan Medina
Ortiz of
Rio Piedras,
PR



The Wilkerson of
Cross Plains, TN



John
Warrington of
Liverpool, RS



Attention All Artists!

David DeWitt is famous now. You, too, can earn 15 minutes of fame with our help. Just send your best drawings or envelope art to the Network, and we'll print the best of 'em. Oh, yeah, the winner gets a Game Genie for his or her choice of system.



SCHMOOZE CENTRAL

I own Genesis and SNES and quite a few games for both. Consequently, I've read all gaming mags available. You name them, I've bought them and read them.

But just recently, I've become a subscriber and after reading just two issues of *Game Players*, my quest is over. When I read your articles, I feel like a friend wrote them. And your reviews are the most informative I've read. Keep up the good work.

Thanos
Fremont, CA

Don't I know you? Weren't we in high school together or were that? When I read your letters, I feel like a friend wrote them.

ONCE UPON A TIME...

Is there a hidden secret about *Mortal Kombat's* Sub-Zero and Scorpion — besides Sub-Zero being Scorpion's madman?

Byron Nichols
Cleveland, OH

The secret is that you can save some memory space if you give two characters the same sprites.

BREAKING THE CODE
Are all the Konami games the same? Do they all have the code Up, Up, Down, Down, Left, Right, Left, Right, B, A in them?

Demick Douglas Harcourt
Ft. Stockton, TX

GENIUS: The code doesn't work in all Konami games, but it does work in quite a few — and it has different effects as well. Try it on these and other titles: *Gradius* (NES), *Life Force* (NES), *Contra* (NES), *Super C* (SNES), *Gradius II* (SNES), and *Castleblania: Bloodlines* (Genesis).

ASK THE MAGIC EIGHT BALL™

Are they making a Sega Saturn? John Johnson
Maitland, FL

Should Point to Just.

Are Sega CD and 32X the same as Sega Saturn?

My Reply is No.
Andy Bagnara
Pleasant, NY

THE PEN PAL CONNECTION

Playing video games needn't be a solitary pursuit. You wanna start meeting other guys and this is just the place to start...

I'd like to meet with someone who, at 15, 17 years old, fell into Davey Foughter and other fighting games.
Steve Hottel
2800 South Park, San Antonio, TX 78209

I'm looking to correspond with good dropouts from the "old days" of gaming. We are not out to catch up, we just want to catch up.
Rico Kelly, Jr.
5676 Scott Street, San Antonio, TX 78237

I'm a 15-year-old boy, just got into fighting and action. I'm looking for someone who plays Genesis and Sega CD. I'm looking for someone who has a big library of games (I'm just in need).
Rick Goring
1640 Wilson Drive, York, PA 17406

I'm looking for someone who can help me with my Genesis and Sega CD games.
John Goring
1640 Wilson Drive, York, PA 17406

I'm looking for someone who can help me with my Genesis and Sega CD games.
John Goring
1640 Wilson Drive, York, PA 17406

I'm looking for someone who can help me with my Genesis and Sega CD games.
John Goring
1640 Wilson Drive, York, PA 17406

I'm looking for someone who can help me with my Genesis and Sega CD games.
John Goring
1640 Wilson Drive, York, PA 17406

I'm looking for someone who can help me with my Genesis and Sega CD games.
John Goring
1640 Wilson Drive, York, PA 17406

I'm looking for someone who can help me with my Genesis and Sega CD games.
John Goring
1640 Wilson Drive, York, PA 17406

I'm looking for someone who can help me with my Genesis and Sega CD games.
John Goring
1640 Wilson Drive, York, PA 17406

I'm looking for someone who can help me with my Genesis and Sega CD games.
John Goring
1640 Wilson Drive, York, PA 17406

I'm looking for someone who can help me with my Genesis and Sega CD games.
John Goring
1640 Wilson Drive, York, PA 17406

I'm looking for someone who can help me with my Genesis and Sega CD games.
John Goring
1640 Wilson Drive, York, PA 17406

I'm looking for someone who can help me with my Genesis and Sega CD games.
John Goring
1640 Wilson Drive, York, PA 17406

I'm looking for someone who can help me with my Genesis and Sega CD games.
John Goring
1640 Wilson Drive, York, PA 17406

I'm looking for someone who can help me with my Genesis and Sega CD games.
John Goring
1640 Wilson Drive, York, PA 17406

I'm looking for someone who can help me with my Genesis and Sega CD games.
John Goring
1640 Wilson Drive, York, PA 17406

I'm looking for someone who can help me with my Genesis and Sega CD games.
John Goring
1640 Wilson Drive, York, PA 17406

I'm looking for someone who can help me with my Genesis and Sega CD games.
John Goring
1640 Wilson Drive, York, PA 17406

I'm looking for someone who can help me with my Genesis and Sega CD games.
John Goring
1640 Wilson Drive, York, PA 17406

I'm looking for someone who can help me with my Genesis and Sega CD games.
John Goring
1640 Wilson Drive, York, PA 17406

I'm looking for someone who can help me with my Genesis and Sega CD games.
John Goring
1640 Wilson Drive, York, PA 17406

I'm looking for someone who can help me with my Genesis and Sega CD games.
John Goring
1640 Wilson Drive, York, PA 17406

I'm looking for someone who can help me with my Genesis and Sega CD games.
John Goring
1640 Wilson Drive, York, PA 17406

I'm looking for someone who can help me with my Genesis and Sega CD games.
John Goring
1640 Wilson Drive, York, PA 17406

I'm looking for someone who can help me with my Genesis and Sega CD games.
John Goring
1640 Wilson Drive, York, PA 17406

I'm looking for someone who can help me with my Genesis and Sega CD games.
John Goring
1640 Wilson Drive, York, PA 17406

I'm looking for someone who can help me with my Genesis and Sega CD games.
John Goring
1640 Wilson Drive, York, PA 17406

I'm looking for someone who can help me with my Genesis and Sega CD games.
John Goring
1640 Wilson Drive, York, PA 17406

I'm looking for someone who can help me with my Genesis and Sega CD games.
John Goring
1640 Wilson Drive, York, PA 17406

I'm looking for someone who can help me with my Genesis and Sega CD games.
John Goring
1640 Wilson Drive, York, PA 17406

I'm looking for someone who can help me with my Genesis and Sega CD games.
John Goring
1640 Wilson Drive, York, PA 17406

I'm looking for someone who can help me with my Genesis and Sega CD games.
John Goring
1640 Wilson Drive, York, PA 17406

I'm looking for someone who can help me with my Genesis and Sega CD games.
John Goring
1640 Wilson Drive, York, PA 17406

I'm looking for someone who can help me with my Genesis and Sega CD games.
John Goring
1640 Wilson Drive, York, PA 17406

I'm looking for someone who can help me with my Genesis and Sega CD games.
John Goring
1640 Wilson Drive, York, PA 17406

I'm looking for someone who can help me with my Genesis and Sega CD games.
John Goring
1640 Wilson Drive, York, PA 17406

I'm looking for someone who can help me with my Genesis and Sega CD games.
John Goring
1640 Wilson Drive, York, PA 17406

I'm looking for someone who can help me with my Genesis and Sega CD games.
John Goring
1640 Wilson Drive, York, PA 17406

I'm looking for someone who can help me with my Genesis and Sega CD games.
John Goring
1640 Wilson Drive, York, PA 17406

I'm looking for someone who can help me with my Genesis and Sega CD games.
John Goring
1640 Wilson Drive, York, PA 17406

I'm looking for someone who can help me with my Genesis and Sega CD games.
John Goring
1640 Wilson Drive, York, PA 17406

I'm looking for someone who can help me with my Genesis and Sega CD games.
John Goring
1640 Wilson Drive, York, PA 17406

I'm looking for someone who can help me with my Genesis and Sega CD games.
John Goring
1640 Wilson Drive, York, PA 17406

I'm looking for someone who can help me with my Genesis and Sega CD games.
John Goring
1640 Wilson Drive, York, PA 17406

I'm looking for someone who can help me with my Genesis and Sega CD games.
John Goring
1640 Wilson Drive, York, PA 17406

I'm looking for someone who can help me with my Genesis and Sega CD games.
John Goring
1640 Wilson Drive, York, PA 17406

I'm looking for someone who can help me with my Genesis and Sega CD games.
John Goring
1640 Wilson Drive, York, PA 17406

I'm looking for someone who can help me with my Genesis and Sega CD games.
John Goring
1640 Wilson Drive, York, PA 17406

I'm looking for someone who can help me with my Genesis and Sega CD games.
John Goring
1640 Wilson Drive, York, PA 17406

I'm looking for someone who can help me with my Genesis and Sega CD games.
John Goring
1640 Wilson Drive, York, PA 17406

I'm looking for someone who can help me with my Genesis and Sega CD games.
John Goring
1640 Wilson Drive, York, PA 17406

I'm looking for someone who can help me with my Genesis and Sega CD games.
John Goring
1640 Wilson Drive, York, PA 17406

I'm looking for someone who can help me with my Genesis and Sega CD games.
John Goring
1640 Wilson Drive, York, PA 17406

I'm looking for someone who can help me with my Genesis and Sega CD games.
John Goring
1640 Wilson Drive, York, PA 17406

I'm looking for someone who can help me with my Genesis and Sega CD games.
John Goring
1640 Wilson Drive, York, PA 17406

I'm looking for someone who can help me with my Genesis and Sega CD games.
John Goring
1640 Wilson Drive, York, PA 17406

I'm looking for someone who can help me with my Genesis and Sega CD games.
John Goring
1640 Wilson Drive, York, PA 17406

I'm looking for someone who can help me with my Genesis and Sega CD games.
John Goring
1640 Wilson Drive, York, PA 17406

I'm looking for someone who can help me with my Genesis and Sega CD games.
John Goring
1640 Wilson Drive, York, PA 17406

I'm looking for someone who can help me with my Genesis and Sega CD games.
John Goring
1640 Wilson Drive, York, PA 17406

I'm looking for someone who can help me with my Genesis and Sega CD games.
John Goring
1640 Wilson Drive, York, PA 17406

I'm looking for someone who can help me with my Genesis and Sega CD games.
John Goring
1640 Wilson Drive, York, PA 17406

I'm looking for someone who can help me with my Genesis and Sega CD games.
John Goring
1640 Wilson Drive, York, PA 17406

I'm looking for someone who can help me with my Genesis and Sega CD games.
John Goring
1640 Wilson Drive, York, PA 17406

I'm looking for someone who can help me with my Genesis and Sega CD games.
John Goring
1640 Wilson Drive, York, PA 17406

I'm looking for someone who can help me with my Genesis and Sega CD games.
John Goring
1640 Wilson Drive, York, PA 17406

I'm looking for someone who can help me with my Genesis and Sega CD games.
John Goring
1640 Wilson Drive, York, PA 17406

I'm looking for someone who can help me with my Genesis and Sega CD games.
John Goring
1640 Wilson Drive, York, PA 17406

I'm looking for someone who can help me with my Genesis and Sega CD games.
John Goring
1640 Wilson Drive, York, PA 17406

PEN PAL UPDATE
We asked you to let us know how it was going. Evidently better — and stronger — than we thought.

The pen pal mail, from 50 letters from all over the world. I did get some letters from people who want to talk about things other than video games. If you know what I mean.
Andrew-Har
Regina, Sask
Uh... we don't know what you mean. Is it something we could get into trouble for?
Tonia Bragg, thirdeomething@brunswick, GA

As of date, I've had over 75 different responses from all over Canada, England, and all over the U.S., from
If it's good enough for David Letterman, it's good enough for us. Right, Aida?

INCLUDES DIGITALLY
REMIXED MUSIC FROM

THE TERMINATOR SEGA CD
COOL SPOT

SEGA CD: THE TERMINATOR
RINDOMORE...
JUST LISTEN TO THE REVIEWS!

BEST MUSIC 1992

Video: "Cyber Magician" - "The Terminator: The Last

BEST CARTRIDGE MUSIC 1993
COOL SPOT

Sega CD: "Cyber Magician" - "The Terminator: The Last

BEST CD SOUNDTRACK 1993
THE TERMINATOR SEGA-CD

Video: "Cyber Magician" - "The Terminator: The Last
In: "Cyber Magician" - "The Terminator: The Last

"His music doesn't play video games, it grew
straight for the throat!"

-Electronic Games

"This CD could mean a whole new
revolution in video games music!"

-The Guru

"The sheer quality of the music will appeal to an
age group and music taste!"

-Sage Pro

"A bad reference on an offbeat, THROW HIM
IN JAIL!"

-Steve Sorensen guy

"My goal over the last couple of years has
been to shy away from the kiddie style music
found in video games, and give the players
more of what they really want to hear: REAL
MUSIC!"

-Luis Rodriguez

IF YOU'RE EXPECTING A BUNCH OF
BLEEPS AND BLIPS... THINK AGAIN!

TOMMY TALLARICO
VIRGIN GAMES GREATEST HITS/VOLUME ONE



AVAILABLE IN MAY
AT YOUR FAVORITE RECORD
AND VIDEO GAME STORES





Not just more scrolling arcade shooters — game designers should listen to you guys!

NOW AT THEATRES?

I call it *Movie Shooters*. These collage film students — Synia Maso, a cross between Meryl Streep and Cynthia Rothrock, Brock Buzar, who's writing a book called *The Films of Dolph Lundgren*, and Martin Spike Mannat, who's studying directing and screenwriting — are working on "The Evolution of the Mad Scientist in Cinema" when their professor, F. Ship Lenz, is sucked into the movie. Only they can save him.

The trio must combat some of movie-dom's most famous murderers, beginning with Jack the Apper from Hitchcock's *The Lodger*. Next would be Peter Lorre as the child murderer in *M*, then Norman Bates from *Psycho*, followed by Leatherface from *The Texas Chainsaw Massacre*. Michael Myers, Jean Voohees, and Freddy Krueger. Sounds like fun, doesn't it?

Willie Holmes
Chicago, IL

NOW AT THEATRES?

In SNL, you can choose from either Chris Farley or Adam Sandler. It could be a two-player simultaneous game, and it would be set up like *Street of Rage*. You try to rescue the real "Saturday Night Live" writers from the aliens that captured them and write the stupid, hum-fating scripts that we've been watching for the past year or so.

If you choose Chris Farley, he's in his "da Beans" outfit. His weapon would be throwing beer or beltpack frank. Adam Sandler would be in his hood-headed sweatshirt, and he would be widdling his guitar. For submission screens, you'd have "Deep Thoughts" or SNES commercials such as "Cans Calogine" or "Schlechts Bay".

COMPLAINTS COUNTER

Parents speak out on video-game violence issues.

I'm a 26-year-old parent who's sick and tired of the buzz about video-game violence. I can see violence more realistic and more shocking in 30 seconds of TV than anything I've ever seen in real life. Is it close to election time? It must be. But the government needs to be working on stricter gun laws and keeping control of the streets instead of worrying what the army is playing of some on its bases.

I have a 15-month-old child, and don't intend to place a bubble around his life so he can't learn what it's all about. He's

already playing as my computer, and I want him to learn as much as he wants to. Parents should give their children some credit. Find out how he or she performs a game, and if you believe they have a problem debriefing what's right and wrong with the game, don't let them play it!

Daniel Kristoff IV
Pawnee Woods Beach, FL

What's next? News — they have sex and violence. TV shows — rape and violence. Neighborhoods — they

(this game would be best-suited for Sega CD). Maybe by the time this is a game, SNL will be worth watching!

Shaun Manion
Oakwood, IL

DON'T LEAVE HOME WITHOUT IT

They should make a Lorenza Bobbit game. You could progress through the levels going male chauvinist pigs just what they deserve. There would be various power-ups for your Genie, and maybe some special weapons like hockeys. A can of Slice would restore your energy, and don't forget to grab those cocktail waitresses for a one-up! There could be bosses like The Fleeter or "That Guy Who Hides in the Bushes at Central Park after 10 p.m." In the bonus stage, you could teach Mike Tyson a lesson. Watch out for the police, but if you get robbed you can plead insanity to avoid a game-over.

Shelly Smith
Chantun, MA

GEL'S LAST JAM

In *Death Bringers*, you choose from 12 different characters: Gell, Dragon Wizard, Spike, Blade, In-Lune, Dystinct, Anti-Man, Samurai, The Butcher, Warp, ACD/C, and Seuzt. It's a tournament game in which you must kill an opponent with a total "death bringer" (DB) score to win a match.

Some DBs include Gelled Blood Pool, in which Gell melts into a blood pool, reaches out



with his bionic hand, and pulls in his opponent. With the Dragon Fire-Bite, Dragon Wizard transforms into the fabled Fire Dragon, hurls it, rips off the upper half of the opponent's body, and eats it. And get this — the computer uses DBs on you, unlike M&K.

Clayton Potrzebne
East Greenwich, RI

BAND ON THE RUN

It's like to see a "Battle of the Bands" — and I'm playing better! The band you create would have to start off being M.K.D.T.E. You'd go back and grow with them and then those of with some horrible clubb blues, like missing up their hair or wearing their stinky clothes.

You'd fight a multitude of rock stars and each would have his or her own special move. Axl Rose could put like a baby. Suede'd D'Connor could hear his photographs, Kur Cobain of Nirvana could make something that would keep his opponents bewitched, Runyair could play his negro pain tube — the rest of pain goes on.

If you use a multi-player adapter, you and your friends could fight together as an entire band, say Pearl Jam as the Go-Git's.

Finally, in the last battle you'd go live to live with the King himself! Above is the soul who can withstand all those jelly doughnuts.

So what do you think, kid? Jan admitted "M&K" is rip-off, but the rest is original!

James C. Collier
Norway, GA

We like the idea, but it was the "MS7.3K" reference that clinched it for ya.

Attention Game Designers!

James C. Collier joins the Network list of winners by sending us the best game ideas we got this month. For his ideas, paper, and brain power, he wins a fabulous Game Genes for his choice of system. You can be a winner, too! Send your game ideas to the Readers' Network panel!



Write to us at the address below, or call us at the number below. We'll be happy to hear from you. We'll be happy to hear from you. We'll be happy to hear from you.

Write to:
Game Players Readers' Network
330 S. South Whittard Drive
Bakersfield, CA 93307

Is a berry? Fax us at: 819-632-6112
Send your E-Mail to: Computerz: 71333.2330
GEnie: — Game Players

WHAT DO I GET OUT OF IT?

There's a ton of video-game magazines on the shelves. So what is it that makes

Game Players the best? Well, for starters, how about this...

1 The Best Game Reviews

You can trust what we say about a game because our votes aren't swayed by the ad bucks a company spends with us.

2 Hottest Tips

We can help you solve *every* game! that ever caused you grief.

3 First News

Who else brings you *more* pictures and up-to-date information about the games you're waiting to play?

4 Exciting Previews

We don't waste space previewing Japanese games you'll never be able to buy. We look at the *most exciting* of the coming attractions.

5 Greatest Writers

Our experienced writers play the games thoroughly to bring you the most accurate reviews and the *hottest* strategies.

6 Amazing Exclusives

Top *exclusives* such as Super Metroid (and a bunch of others we've got lined up) make *Game Players* a *reading* read!

7 Best Graphics

Take a look at our *screen shots*. Crisp, clear, and *more* than any other magazine.

8 Coolest Readers

We've got a *more sophisticated* gang of readers — don't you want to be part of the in-crowd?

9 Most Attitude

We give you the *straight scoop* on hot games and industry gossip — no matter who we talk to!

10 Awesome **FREE** Gift Pack

Just look at the facing page — *12 free gifts* and a *monthly newsletter* like *come on*. Who gives you more than we do?

COME ON, YOU JOIN T

Why bother subscribing? All you get is 12 issues of *Game Players* for less than half the price you'd pay in stores. And a ton of **FREE** gifts. Oh, yeah — and a regular newsletter reserved exclusively for subscribers. Come to think of it, maybe subscribing isn't a bad idea after all.

Subscribe — Go on.
You know you want to.

50% OFF COVER PRICE!
Use the postage-paid card to order 12 issues for only \$24.95, or call (201) 703-6509



You don't just get 12 issues of this...

12 sizzling **FREE** gifts and a monthly

GUYS, HE TEAM!

FREE

BUTTONS

Get your hands on some cool buttons when you subscribe.

FREE

DISCOUNT COUPONS

Save money on some of the items you buy through Game Players.



FREE

TRADING CARDS

Subscribe, and we give you a bunch of top-quality trading cards.

FREE

STICKERS

Stickers of all shapes and sizes

FREE

POSTERS

Plaster your bedroom with the biggest posters of the hottest games.

FREE

STRATEGY GUIDES

Mark your way through a ton of Sega and Nintendo games with our guides - yours when you subscribe.

...You get a **WILD** collection of **FREE** gifts, too!

Sign up now for a chance to win a free game from us just for the luck.

newsletter exclusively for subscribers

EVERYTHING You

Ken Ogasawara sneaks behind the closed doors of Nintendo of Japan to bring us this exclusive interview with the Super Metroid design leader.

If you're a true Nintendo fan — someone who's been with the company since the beginning — then you know the music. You know the helmet. You know, as Jeff Lundrigan says, those child-bearing hips. *Metroid* was one of the first NES games, but fans have had to wait years for additional installments. *Super Metroid* proves the wait was worth it. Still, why'd it take so long? To find out, Game Players went straight to the top, to Yoshio Sakamoto, the director of the project.



After 18 months in development and almost a decade since the original *Metroid*, it's back. Why the wait?

"We wanted to wait until a true action game was needed," Sakamoto says. "And also to set the stage for the reappearance of Samus Aran. From the initial idea to final approval took approximately half a year. Then the programming of the game itself took two years to complete. The main staff consisted of 15 people."

One of the surprising things about *Super Metroid* is how closely the game follows those that have come before. The music is a great 16-bit version of the old tunes, and you even visit some areas you've traveled through before. This is great for fans who get an almost seamless transition from the previous games, and it proved beneficial to the design team as well.

"The same sections were redone."

Turn to page 30
for the full
review



ALWAYS WANTED TO KNOW ABOUT SAMUS But Were Afraid to Ask



There are tons of new weapons in *Metroid*. Check out Samus' missile assortment.

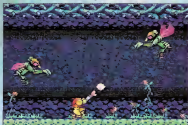
Sakamoto says, "In correct parts we were unhappy about in the original game. We felt it would add a sense of familiarity to the game that would please former players, and the new sections also give a much greater sense of drama to the game. Super Metroid isn't a harder game, but it's a deeper, more involved game with a more dramatic storyline."

"The goal was to create a good action game. One of the major considerations was the large

map and how to organize the amount of graphic data involved. One of the new ideas was to put in many main-adventures. Thus, the major goal was how to create an effective mix of all the separate elements. We believe that we have almost completely succeeded in our objective."

Players are sure to agree. We're not gushing when we say how really great this game is. Nintendo's obviously betting hard on it as well. The initial reaction when the game went on sale in Japan was extremely positive, and expectations here are

just as high. The fact that Nintendo players have been waiting close to forever for a new *Zelda* or



Now you can fire in all directions while you're moving. Like most NES-to-SNES upgrades, the L and R buttons have been used to make firing much easier.

SHIGERU MIYAMOTO BARES ALL

OK, so he didn't develop *Metroid* or invent the Mother Brain. But the man behind Mario gives our man in Japan, Frank O'Connor, his insight into what it takes to develop great games.

Those of you familiar with Japanese gaming should recognize the name Shigeru Miyamoto. He's the guy who created Mario and all the games in which the haphazard plumber has subsequently starred. Miyamoto's career reads like a top ten of video games: Donkey Kong, Super Mario Bros., Pilotwings, F-Zero, Mario Kart. If anyone knows how to write a great video game, he does.

Q: The most hyperbolic question... where do the ideas come from?

MIYAMOTO: Mario himself was brought about by a combination of accident and design. We had very poor graphics on these first arcade machines, and we had to compro-

mise in order to make him look good. He wears dungarees because that way you can see his arms move. He has a hat because his hair would look silly if it remained static. His mustache is there because there weren't enough pixels to separate his mouth from his nose. The game itself was just an idea. Running, climbing, and jumping.

Q: Super Mario Bros. is your most famous game. Can you tell us a little about the process that went into its game design?

MIYAMOTO: The game is split into two halves. One half is the game itself, with the platforms and characters and all the things you can actually see. The other half is secrets. First we mapped out each level. We first drew the levels on



Shigeru Miyamoto, Mario's boss.

graph paper, then implemented them on the development hardware. Then we simply played the game and tweaked the levels until we were happy with them.

A lot of playing has to be done before a game's perfect. Then we go through each level and add the secret, hidden things. The secret of the Super Mario games is that we play and play and play!

Q: The Legend of Zelda, your other success, also features lots of secret rooms and hidden objects. What inspired those ideas?

MIYAMOTO: When I was a small boy, my friends and I would go hiking in the mountains which surrounded my home town. In Japan, the mountains are small, so we could always find our way home.

Exploring is fun when you can't get lost. Also, I like to explore on my own. When I visit a new town like New York, I like to walk alone at night, simply exploring the back streets and hidden places. I think my colleagues think I am crazy →



A Nintendo games programmer explains the intricacies of Super Metroid in Game Player's reader, David Bruck.

THE TEAM

Japanese designers are as secretive as spies when it comes to publicity. Here's what we unearthed about the Super Metroid design team:

Y. Sakamoto, 32, team director. Has also worked on Famicom versions of *Metroid*, *Balloon Fight*, *Wrackling Bak*, and the adventure series *Tantel Club*.

H. Matsuda, 31, designer. Has also worked on the Famicom version of *Metroid* and *Famicom Wars*, as well as the Game Boy *Super Mario Land* and *Tetris* and *Super Famicom Mario Party*.

T. Okamoto, 31, designer. Has also worked on the Famicom version of *Kid Icarus* and *Tantel Club*.

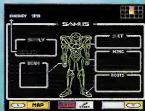
H. Kikuchi, 28, designer. Has also worked on the Famicom version of *Night Moves* and the Game Boy versions of *Metroid II* and *Gut*.

M. Nishida, 28, designer. Has also worked on the Game Boy version of *F-1 Race*.

T. Yamano, 28, designer. Has also worked on the Super Famicom version of *Super Scope II* and as design leader for the Game Boy *Metroid II*.

K. Yamamoto, 29, sound programmer and composer. Has also worked on the Super Famicom version of *Tantel Club II*.

M. Hamano, 24, composer. Has also worked on the Game Boy version of *The Legend of Zelda: Link's Awakening*.



Here's the new status screen. It shows you how Samus is currently outfitted each time you pull it up.

Mono game isn't going to hurt sales, either, although Sakamoto points out that the lack of new games in those series had nothing to do with the

thing of *Super Metroid*. He's also not concerned that the controversy over game violence will cause any negative backlash on the game — it's Nintendo, after all.

"We don't think there's too much violence in the game," he says. "Take, for example, *Samus Aran*. Her purpose is to maintain peace and to get the Metroid back where it belongs. It's not violence for the sake of violence."

And, finally, the question every developer is getting asked: Will there be a *Metroid for Project Reality*?

Metroid for Project Reality?



Here's Samus' ship. Once you land on a planet, go back in the ship to save your game and get all your energy back.



You've not seen a door this color before. Shoot it to get to the boss.

"We're not at liberty to respond to that question at this point in time," Sakamoto says with the typical reticence Nintendo has toward its new system. "However, as long as Samus Aran exists as a character, there's the possibility of a sequel. But for now, *Super Metroid* isn't just another action game, but the action game players have been waiting for." **GP**

when I do this, I explore an area for a while then sometimes I buy a bicycle and cycle round town. Only when I know my way around a little will I buy a map. *Zelda* games are like this. You explore first, then you gain a useful tool — like my bicycle — then you get a map. The map isn't essential; it just makes things easier.

GP: Do you have a favorite game that some rival designed?

MIYAMOTO: Hmm. I like the very old *Ninjabo* games. I especially like *Pac Man*. It was original and fun. I very much respect Namco's game ideas. I was disappointed when it released *Pac Land* because that game relied on jumping and was too much like other jumping games. I think *Pac Man*'s greatness lies in its originality, but I like many other games, too.

GP: Many people have copied your games, or tried to imitate them in their own style — usually Sega with *Sonic*.

MIYAMOTO: I think Sega made *Sonic the Hedgehog* so it would have a character people would identify with Sega, like Nintendo's *Mario*. I think a platform game is the best way to incorporate a new character, so I don't think I copied *Super Mario* too much. I think *Sonic* has more to do with corporate identity than anything else. I also think *Sonic* the Hedgehog is a very good game... very beautiful. It is similar to *Mario* in some ways, but also very different.

GP: Of all the games you've designed yourself, which has become your favorite?

MIYAMOTO: Oh, that's a difficult question. It's hard for me to answer. I like *Donkey Kong* because it was my first game, but it's also very enjoyable. I also like *Excitebike* [an early NES racing game] very much. I still play it sometimes. *Pitohings* is also one of my favorites.



This is the only picture ever taken of Nintendo's development room. It looks just like the office here.

GP: We've never seen *Pitohings* or *Maybe on Project Reality*?

MIYAMOTO: Ha. Sorry, as a comment. Let me just say that I would very much like to do *Pitohings 2* myself. I can't say more than that.

GP: On what are you presently working?

MIYAMOTO: I'm currently finishing *Stunt Race FX*, and also a new *Donkey Kong* for Game Boy. It will have lots of levels, but game play will be very much like the original *Donkey Kong*. I'm very

pleased with this game — it's nearly finished.

GP: Do you have plans to do another SNES *Mario* game?

MIYAMOTO: Yes, we do. Definitely. Well, sort of. It will be like *Super Mario World* in many ways. I can't say more than that, but it isn't too far away. It might be announced before Christmas.

GP: Are you currently developing anything for Project Reality?

MIYAMOTO: Another difficult question. Yes, I'm working only on the home-system games. The arcade games will be done by a separate team. I like the fact that there's a lot of power — more than enough power to do anything I can think of. I don't care too much about the graphics. I don't think that graphics are nearly as important as game play, and great graphics won't change the way I design games. Graphics just make great games look better.



Your wish is our command. Did you wish for Aladdin on Game Gear? 'Cause that's what you're getting. You've got the lamp, the magic carpet and Princess Jasmine. Things are good. In fact, the only thing that might worry you—just a little—is that the most powerful and twisted guy in Agrabah wishes you were dead. But you're Aladdin. Don't let it get to you. Have a good time. Visit the Sultan's Palace. Check out the Cave of Wonders. And most importantly, teach Jafar something about the business end of a scimitar.

Disney's Aladdin



Dodge flame horns, blasting lava and rocks on your magic carpet. In short—escape the Cave of Wonders before you become a wish lebab.



It's come to this. Good vs. Evil. You vs. Jafar. Seems like a fair fight? Well, he's got the lamp. Then again, you're Aladdin. Ya'll figure something out.



He's a cobra. A big cobra. And he's a little upset. Use that scimitar to let him know what's up. (It's the only thing he'll understand, trust us.)



Also available on Genesis™

AHEAD of the GAME

WHOLE LOTTA GAMIN'
GOING ON

Do you live for your monthly fix of hot game news? Is the latest development info the only reason you get out of bed in the morning? Then look no further! It's your monthly dose of Ahead of the Game!

I've been thinking it's been known to happen about the next *Mario* title, which would seem to be a likely candidate for Nintendo's Project Reality pack-in game. Back before Nintendo decided to scrap its CD-ROM system in favor of the Silicon Graphics 64 better, word reached us that a CD *Mario* was in the works. Rumored features included 16 different characters, including Toad's long-lost poisonous-plant-controlling cousin. Certain characters are also said to have diplomatic skills which allowed them to talk their way around trouble. If the game actually were on the drawing board months ago, it could easily become the foundation for a Project Reality title. Just a thought.

Tadestew has announced that *Double Dragon V: The Shadow Falls* will be a 3D-style fighting game. The 24-meg cart will feature 12 characters based on both the animated series and toy line. Each player has at least three special moves as well as a unique "knockout" blow. Look for it on Super NES, Genesis, and Jaguar.

Sad news from Enix this month — the U.S. plans for *Dragon Warrior V*, the first SNES game in the series, are looking grim. As with Sega's *Phantasy Star IV*, the game is so incredibly big that it would end up costing around \$100, a price most licensees shy from. Japanese gamers, on the other hand, are so RPG crazy that they'll pay anything, but that price point's a mighty big risk with the genre's steadily smaller following in the U.S. What do you think? Write and let us know. Oh no — stand up for good RPGs!

Who says arcade games are dead? In the latest round of those (place your own adjective here) Senate hearings, a representative of the AMDA referred to coin-ops as the "dinosaur" of the industry. Oh, yeah? Better not tell that to the guys spending their college tuition learning the fatalities in *MKV*. And certainly don't let Sega know, since the company's taking the field to new heights with Virtual Reality theme parks and games such as *Wipeout Racing*, *Virtual Fighter*, and *Dynasty*. And as if that weren't enough to have you scrambling for quarters, *ABA Jave Tournament Edition* and *Super Street Fighter II Turbo* are on the way (although I will admit that *Street Fighter* will be irrevocably dead if Capcom adds one more superlative before it adds a "II"). Sure, I'm biased, but I'd say the arcades haven't been this packed in years.

—Capt. Chris Slate, the free world's last hope against the dreaded Leiber-Men

He's back!
Accolade's
boy-wonder
returns for
seconds.

You've played his last game! You've seen his TV show! You've stared in awe at the Porta-Less Wonder! Now get ready for, gosh! *Bubsy 2!* That's right, Accolade's poster boy is back for more loads more rollicking, frolicking fun on both Genesis and SNES. "What could possibly go wrong?"

Plurify! When super-genius mink Vigil Reality teams up with greedy Dinker P. Spammy, they create the Amazatorium — a place that simulates any time period in history. But as the center nears its grand opening, mysterious things start to happen. Records of entire time periods suddenly begin to vanish, as if the subjects and cultures never even existed. It seems that the Amazatorium doesn't just accumulate history — it goes ahead and steals it!

GENESIS info

PUBLISHER	Accolade
DEVELOPER	Accolade
DATE	September
GENRE	Action/Adventure

BUBSY 2



Wherever Bubsy is, yam-balls can't be far behind. Koga grabber! We're puns, extra lives, and... um... the American way.

Who can save us from the Amazatorium's evil power? Why, Bubsy Bobcat, of course. He and his sidekick Arnold Dillo were taking the wild and troublesome Bubsy Twins to the Amazatorium when they stumbled upon its dark secret. But before Bubsy can alert anyone, the twins sneak inside! Now Bubsy must search for the twins through five worlds and six bonus games, while still trying to save Earth's history. Can he do it? Find out this September when *Bubsy 2* is released for both SNES and Genesis.

The original *Bubsy* boasted great graphics and fun personality, but the game play left something to be desired. Yam-balls — all was yam-balls. But so for the sequel promises to be sort of the opposite. The preliminary screens don't look

THE AMAZATORIUM

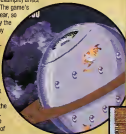
There's tons of rooms, and those zany Bubsy Twins might be anywhere.



quite as good, but the game play has made a definite leap forward. There are a lot more bonus levels this time around, and some of them (a diving suit, for example) affect game play. The game's also non-linear, so you can play the stages in any order you like. Designer Cyndi Kirkpatrick also told us that players might be able to work through two versions of the same game.

"What we have hopes of doing," Kirkpatrick says, "is offering some added replay value.

Because we have the twins in there as a plot device, we're hoping to allow the player the choice at the beginning of the game to chase either Terry or Tim. And if you've chosen Tim A, then you're going to get slightly different game screens than if you went after Tim B. The only thing holding us up is cart size — it's going to be pretty tricky fitting all that into one cart!"



Exclusive! You saw it here first! The first appearance of Saturn right here in *Bubsy 2*!

LET LOOSE THE FROGS OF WAR!

Bubsy 2 introduces bonus stages to the game play of the original title. Here's a glimpse at one of those wacky bonus rounds.

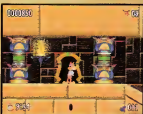


In this "Frogapult" bonus stage, you must launch frogs (don't worry, they're happy to do it) into whatever you can hit. The farther you can throw the frogs, the better you do. Do well and you're rewarded with a bunch of extra lives and points.

Jump on these "high" notes to gain some altitude. It wouldn't work for normal folks, but since you're Bubsy, you can do it. It's OK.



As in the first *Bubsy*, walking into most doorways warps you to another part of the level. Some doors also lead to bonus games.



Soul Blazer: The Illusion of Gaia

The adventure continues — now with even more RPG!

Dragon Warrior Vinny can be on the shelves yet (or even on the way, for that matter), but RPG fans can take comfort in Enix's sequel to its hit *Soul Blazer*. While the first game relied on fans of action with sparse RPG elements, the second finds you spending most of your time in towns, often chatting with the townspeople for hours between action scenes.

The story starts when Tim, a young boy with a magical staff, hears some news about his long-lost father. Then Karen, a young princess about Tim's age, shows up and causes trouble. Then Tim goes to jail, but only after eating Grandma Lot's famous pie. And then... um, I guess I'm getting a little ahead of myself. Let's just say you travel the globe and stumble through many wacky subplots before you're finished.

SNES info

PUBLISHER	Enix
DEVELOPER	Enix
DATE	July
GENRE	action/RPG



The graphics are very impressive. The deep colors and detailed backgrounds are rivaled only by *Secret of Mana*. Just look at how detailed this house is — no more big hats that get bigger when you enter.



This RPG is unique because your lead character, Tim, often narrates the story as you play.



More great graphics! What's with that fisherman? He keeps tossing his line, but he can't get a hook.



The buildings in town are built like real buildings. When you walk upstairs, the screen follows you without using black and stopping to redraw the room.

HAVE A CHAT WITH GAIA



You can go into their Spaces to visit Gaia through any of these portals. She helps you in ways ranging from giving you information to saving your game.

Now you can get some help from those who care about you.



Your friends all hang out at the Season Cave after school. You can bet there's lots of fantasy gear 'er!



One of the town's magicians turns you into stone to protect you from the Dark Dragon's attack. When you awaken, you find your town in ruins. How you've got to find out some answers.



Yo! Got ready for some serious gaming?

Breath of Fire

Square Soft and Capcom team up to create one helluva game. Any questions?



Thanks to one of your characters' ability to change into a bird, you can spot the floating tower that holds something vital to your quest. The labyrinth inside are treacherous, but the monster that awaits you inside is even worse...

SNES info

PUBLISHER	Square Soft
DEVELOPER	Capcom of Japan
DATE	July
GENRE	RPG

can even gain the power to reverse day and night!

What RPG fan can't get excited about a game like this? It's sure to follow in the rather impressive footsteps of Square Soft's earlier hits when it's released in July. Only one question, though: Just what is the "Breath of Fire"?



Your adventure even spans the ocean floor! Good thing one of your party members can become a fish. The treasures here are talkative, and you need to stock up on life-sustaining items before moving on.

THERE'S NOTHING LIKE A GOOD BATTLE...



Combat is at the heart of every good RPG. After all, if you're going to stop and fight every four or five steps, the system has to be able to keep your interest.

That's right, Capcom is only playing the role of developer this time, leaving the marketing chores to the folks at Square Soft, the company behind RPG legends such as *Final Fantasy II* and *Secret of Mana*. *Breath of Fire*, at 12 meg, could easily end up being the best RPG of the year.

As one of the few remaining members of the Light Dragon clan, it's up to you to restore peace and order by unwinding the mystery behind the Dark Dragons' evil reign. Your adventure takes you through deserts, forests, castles, bazars, magical towers, oceans, and much more. Eight different characters eventually join your party, each with his or her own talents and powers. One character, for example, can transform into a bird and fly the party around the world. Another can take you underwater as he changes, at will, into a fish! You

AHEAD of the GAME

ALSO ON THE HORIZON...



Aero the Acro-Bat II

SNES/Genesis *Sega* Sunsoft's mascot returns for his second adventure (title is tentative) this October. But with Zero busy with his own spin-off game, will that mean Aero has to break in a new villain? Time will tell.



Akira

THDS/MSX

We haven't seen the actual game yet, but here's a nifty picture of an intro screen. Based on the cult Japanese masterpiece, expect *Akira* to feature all your fave characters from Kaneda to Tetsuo.



Columns III

Ms. Tokus/Genesis

After *Columns II* on the Game Gear, here's *Columns III*, this time from Ms. Tokus instead of Sega. Expect the same puzzler as the original game, with a few extras.



The Death and Life of Superman

SNES/MSX

Although that whole "Death of Superman" hoo-ha is over, it still looks like Sunsoft managed to incorporate the smash storyline into a good-looking beat-'em-up.

ASTERIX AND THE GREAT RESCUE

He's from France, dontcha know.

So you've never heard of Asterix, huh? That's understandable. He's made quite a name for himself in France, but you probably don't live there. Other than his Super NES game, this Genesis title is North America's first look at the little Gaul. But, boy, they sure amaze him in France.

Based on Asterix's comic strip, *Asterix and the Great Rescue* follows our hero through 50 zones of puzzles and comic military situations. You can play as Asterix himself or his barrel-bodied sidekick, Obelix, on a mission to rescue two friends kidnapped from your village. You're armed with quack fists and magic potions which can give you anything from invincibility to the power of flight. Hey, I'd drink some of that!



Asterix, meet America. Asterix, meet Asterix.



Before you dive into a level, check out the map screen. And while you're at it, you can choose between Asterix and his big ol' pal Obelix.



"Umph!" True to his origins, Asterix has a comic-book style, with splashy sound effects and smooth animation.

ROCKO'S MODERN LIFE: Spunky's Dangerous Day

Keeping Spunky out of trouble is a full-time job.

Everyone's familiar with those crazy Nicktoons *Rocko* and *Spunky*, right? Now the lovable duo is headed to the Super NES courtesy of Vacom New Media, not-so-coincidentally a division of the company that owns Nickelodeon (and MTV, and Paramount, and a big old chunk of the free world).

Rocko's Modern Life: Spunky's Dangerous Day is a kind of "Looney-esque" game. As *Rocko* the walrus, you must clear away the dangers that lie ahead so your pet dog, *Spunky*, can walk through 16 levels and reach the a golden fire hydrant at the end of each. *Spunky's* job is to make it easy

for you, though. He explores dingy basements and treacherous tree-houses, pits you against wild wishing machines, and more.

The graphics look great and capture the feel of the cartoon, but we'll have to play it more to see if it's got that *Ren & Stimpy* edge to it that the show outlives.



Your goal... the coveted golden hydrant. If you can help your dog, *Spunky*, reach it without harm, you advance to the next level.



The large character sprites and rich colors make *Rocko* easy on the eyes.

SNES info

PUBLISHER	Vacom New Media
DEVELOPER	Vacom New Media
DATE	June
GENRE	action/puzzle

GP RIDER

Er... Are you sure that's not Hang-On?

Fans of Sega's classic arcade games *Hang-On* and *Super Hang-On* should really get a kick out of *GP Rider*. The graphics look almost identical to those earlier Sega racers, and lots of new things have been added to make the Game Gear version the most complete yet.

You can choose your game from four different play modes: Arcade, Tournament, Grand Prix, and World Tour. You must qualify before each race to determine your starting posi-

tion — a much better option than starting dead last. You can also pick from a solid assortment of bikes, and there's even a two-player mode for you and another Game Gear-wielding friend.

Once you begin the race, the action is pure *Hang-On*, from the feel of the road to the design of the racers' uniforms. *GP Rider* looks promising on its own, but why didn't Sega just go ahead and call it *Hang-On*? That's one classic series I'd like to see keep going.



The graphics are pretty good — in fact, anyone who's seen the ancient Sega Master System version of *Hang-On* might be a little suspicious.

GAME GEAR info	
PUBLISHER	Sega of America
DEVELOPER	Sega of America
DATE	May/June
GENRE	Racing



First things first — you need a bike. You can pick any one right from the start, but you've got to make sure the one you choose is right for the track.

Racing a qualifying lap determines your starting position. Unlike in many racers, you don't have to start last!



Itchy & Scratchy

Acclaim/SNES

"They fight, and fight, and fight and fight and fight. Fight fight fight!" — "The Itchy and Scratchy Show!"? Guess what they do in the video game? They fight!



The Jungle Book

Vision/Genesis

Last month we previewed the SNES version, but now we've got our hands on a Genesis pic. The game play is basically the same, but the Genesis game has some completely new levels to enjoy.

ZERO THE KAMIKAZE SQUIRREL

Aero's co-star has big-top plans of his own.

You may remember Zero from his video-game debut in last year's *Aero the Acro-Bat*. As the jealous circus star who lost his job to Aero, Zero was the bad guy, teaming with the evil ex-cousin Edgar Ektor to seek his revenge. Now, as we told you last fall, he's back on top in his own 16-meg game for Genesis and SNES, and there's no Aero to steal the show.

After receiving word that a lumberjack known as Jacques LeSheets is threatening to chop down Zero's forest home to get money for a coat-

lined money scheme, Zero splits from the despicable Ektor and tries to foil his plans. He must use kamikaze spins, dives, tail-spins, and more as he dips through rugged terrain from the forest to the mountains, from beaches to volcanoes until he reaches the abhorred paper factory.

Though Zero is getting his own shot at video-game stardom, it looks as if his competition with Aero isn't over yet — *Zero the Kamikaze Squirrel* will be released simultaneously with Aero if you heard it here first.



YOW-WEE! What made Zero's eyes bug out like that? Chances are he would have loved better if he'd been riding that balloon over there.



Kirby's Battle Ball

Nintendo/SNES

Kirby's first SNES game is not an action title. The cool little "putt-putt" (read: pool) premise is still kind of fun, though maybe only for those who like pink round things.

Awww, look — Zero's even got his own supply of nuts. After all, every cute little video-game critter needs something to collect.

SNES GENESIS info

PUBLISHER	Sumsoft
DEVELOPER	Sumsoft
DATE	October
GENRE	action/adventure



Mortal Kombat II

Acclaim/Everything

We're pumping the gun a bit, but we just wanted to remind you that MKII should be out around September. Expect the SNES version to look and sound better, and the Genesis cart, to have blood.

ASK NOT,

"what can
my Sega

do for me?"

DUNE

THE TERMINATOR

SON OF CHUCK: CHUCK ROCK 2



HEART OF THE ALIEN: OUT OF THIS WORLD PART 2

INCLUDES TWO COMPLETE GAMES ON ONE CD-THE AWARD-WINNING ORIGINAL VERSION PLUS AN ALL-NEW FULL-LENGTH SEQUEL.

ask

"what can I do with my
Sega CD?"

Sega CD is a registered trademark of Sega Corporation. Sega Corporation is a registered trademark of Sega Corporation. Sega Corporation is a registered trademark of Sega Corporation. Sega Corporation is a registered trademark of Sega Corporation.

SEGA

REALITY
CHECK

© 1997 Sega Corporation. All rights reserved. Sega, the Sega logo, and Sega CD are registered trademarks of Sega Corporation. DUNE, THE TERMINATOR, SON OF CHUCK: CHUCK ROCK 2, and HEART OF THE ALIEN: OUT OF THIS WORLD PART 2 are registered trademarks of Sega Corporation. Sega CD is a registered trademark of Sega Corporation. All other trademarks are the property of their respective owners. Sega Corporation is not responsible for any damage or loss of data that may occur while using this product. Sega Corporation is not responsible for any damage or loss of data that may occur while using this product. Sega Corporation is not responsible for any damage or loss of data that may occur while using this product. Sega Corporation is not responsible for any damage or loss of data that may occur while using this product.

REVIEWS

Come on guys, don't waste your money on garbage — spend your bucks on the games that are worth them. Over the next few pages we're bringing you our opinions of the latest games. And they're reviews you can trust because we tell it like it is — our views aren't swayed by the amount of ad dollars a company spends.

REVIEWER

We pride ourselves on being able to give games the scores they deserve so we've got the best reviewers in the business.

GAME SCREENS

Take a look at our screens — you might almost be playing the game yourself! We capture the action at all the best moments so you know exactly what's going on.

INFO BOXES

So is the sort of game you wanna be playing?

THE GAME PLAYERS ULTIMATE AWARD

We give an Ultimate Award to any game or piece of hardware that scores 90% or more. It's an award that really means something — we see so many games that it's darn hard to please us.



OPINION

What sort of game is it? What's it got that others haven't? What's it missing? We tell it like it is.

GAMES REVIEWED THIS MONTH

Aladdin	64
An American Tail	44
Bill Walsh College Football	64
Black Bass Lure Fishing	50
FIFA International Soccer	84
Gridsterner	54
Helmdall	56
The Incredible Hulk	42
Jammit	60
Jimmy Connors' Tennis	83
Joe & Mac 2	68
Knights of the Round	40
Liberty or Death	72
Mansion of Hidden Souls	36
Mega Man's Soccer	70
Mega Turrican	48
Mortal Kombat	34
Mutant League Hockey	76
Nobunaga's Revenge	58
Pebble Beach Golf Links	82
PGA European Tour	81
PGA Tour Golf	82
The Pirates of Darkwater	46
Star Trek: The Next Generation	52
Stop That Roach	62
Super Metroid	30
Tomcat Alley	38
World Series Baseball	82

OUR SCORING SYSTEM

Where the rubber meets the road.

Graphics: Pictures worthy of centerfold status or dull as dishwater?

Music & Sound FX: Sound with some oomph to it, or yucky junk you're better off not hearing again?

Control: A cool interface? Are controls well set up? Does your character respond well?

Bells & Whistles: These are "extras," special options or features one game has that sets it apart from the pack.

Replay Value: Do you wanna keep coming back, or is it a real drag-ass game?

Overall Score: It breaks down like this:

100% Flawless	80% Not Bad
90% Excellent	50% Average
75% Very Good	30% Just Rotten

MEET THE REVIEWERS

Back to you, trust your life to these guys? Or, neither. But they're still game. Fine game reviewers.



Doug Brumley



Mike Foster



Jonathan Gagnon



Jeff Lundrigan



Patrick McGee



Vince Matthews



Chris State



Karie Ward



Trent Ward

SUPER METROID

SNES info

GENRE	action/adventure
PLAYERS	1
LEVELS	six massive zones
DIFFICULTY	medium
SAVE FEATURE	battery backup
NEGS	24



Nintendo's first big gun for '94 easily lives up to everyone's high expectations. Now if we could just wipe that mile-wide smile off Chris Slate's face....



Now this is more like it! Super Metroid has Nintendo doing what it does best — mixing smooth, complex game play with state-of-the-art graphics and sound. But with Nintendo, game play always comes first, no matter how pretty the pictures look. Instead of settling for standard side-scrolling action carts, it creates new worlds to discover. That theme is clearly illustrated in each of the company's top lines of games: Mario, Zelda, and, of course, Metroid.

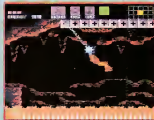
Action fans can't afford to miss Super Metroid. Even if you blew your lid and get frustrated with a boss or something, you still won't be able to put down this cart for more than a few minutes. Fans of the NES and Game Boy Metroid carts know what I mean — every time you find a hidden item or a new room, you can't stop playing until you've found *just one more thing!* Then another, then another, and soon you forget about food and sleep and work and school... Lives have probably been ruined, but, hey, those are the breaks. The auto-mapping feature which charts your progress through

IN THE BEGINNING...

You can learn from the future only if you study the past.

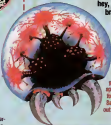


The original Metroid for NES and Metroid II for Game Boy are both excellent games — if you can stand the older, simpler graphics. In fact, the NES cart was re-released not too long ago as part of Nintendo's "Classic" series, so you should still be able to pick it up.



The Grapple Beam is a new weapon in the Metroid series. Samus can use it to latch a laser-beam onto the ceiling and swing across hazardous pits and other obstacles.

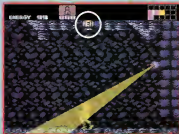
You'll remember the Freeze Beam from the earlier games. Not only does it keep an enemy from attacking you, but you can also jump onto frozen enemies and climb to higher places.



Here's the little rascal everyone's cheating. Sciasthenia want it for a potential power source, space pirates want it for fortune and power, and Samus just wants to get it out of dangerous hands.



True to the Metroid formula, you use missiles to open locked doors. Some doors require more than others, and some doors can be cracked only with special missiles. In Super Metroid, some doors are also now found on ceilings and floors.



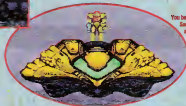
Hit every Energy Tank you can find. Each one adds a reserve to your life meter, naturally making Samus a tougher nut to crack.

There's lots of space to cover, so you can plainly see from this map screen of Grimeria.



the game is a new addition and you really need it.

Super Metroid is a sign that Nintendo is finally staking a claim on its share of the 16-bit market. Loyal SNES fans have had to wait too long for a game of this caliber: If Sega can pump out four or five Sonic titles in a year, why does it take Nintendo so long to get its top stuff out? Let's hope Super Metroid is just the start of a bunch of hot new SNES games. **GP**



You begin the adventure of Samus' star ship just after she lands on Zebes. Hunters here of any flavor for a complete energy refill.

BOSSSES!

They're not only huge, but they move really well, too.



Some of these guys are two screens big!

Each has his own weakness, and some of them can't be beaten until you find the right weapon. Keep that blaster loaded!



A SECOND OPINION

The first two Metroid games are among my favorite games for their systems, and Super Metroid makes it three for three. The game looks great, and the auto-mapping feature is a big plus. In addition, I think the music is exactly right for almost every section. My only criticism is that this wasn't out sooner — why did these guys decide to wait? My reflexes are almost a decade older than the first time I played!

— Jeff



Under that tough shell there's an equally tough gal. One of the best things about Metroid is that Samus is no damsel in distress.

RATINGS

GRAPHICS

9

- Large, smooth-moving characters and absolutely enormous bosses.
- Backgrounds with rich colors, deep shading, and spectacular effects.

MUSIC & SOUND FX

9

- Metroid's original music has been spiced up for 16-bit.
- The moody tunes also add a lot to the game's creepy, alien atmosphere.

BELLS & WHISTLES

10

- The auto-mapping feature is the only option the original Metroid really needed.
- Hidden weapons are more than new killers — they open new game sections!

CONTROL

10

- You have absolute control when jumping, running, or using a special weapon.
- Fire directly up or diagonally, and even hold your firing position while moving.

REPLAY VALUE

9

- There's tons of space to explore — and just as many secrets to find.
- You'll want to play through again and again even after you've beaten it.

OVERALL

97%

Report To



Welcome aboard the U.S.S. Enterprise. The bridge is under your command.



Your mission: Chart a course through an unknown world to confront the Derandorizer—the most powerful device in the galaxy.



Score down to unknown planets. But choose your team carefully. Each crew member has special strengths.

The Bridge.



© 1994 Spectrum-HoloByte, S.A. and Paramount Pictures. All rights reserved. STAR TREK: THE NEXT GENERATION is a registered trademark of Paramount Pictures. Starship Enterprise is a registered trademark of Spectrum-HoloByte. All other trademarks are the property of their respective owners.

Starfleet has appointed a new Commander of the Starship Enterprise™: You.

In "Future's Past," the new Star Trek: The Next Generation™ episode for Super Nintendo®, you can be any of your favorite crew members on the U.S.S. Enterprise™. Travel at warp speed Transport to distant planets. And... **BOLDLY GO WHERE NO ONE HAS GONE BEFORE!**

STAR TREK THE NEXT GENERATION™

"Future's Past"

Spectrum
HoloByte

SUPER NINTENDO
ENTERTAINMENT SYSTEM™



Also coming soon on IBM CD-ROM and 3DD.



Will you need Dr. Crusher™' healing power or Worf™' strength? The fate of the Federation hangs on your decision, Commandeer.



Red alert! Enemy ship attacking. Use your shields, torpedoes and phasers to defend the Starship Enterprise.



You've won this encounter with the Romulans™, but they'll be back. Will you be ready?



YOU BE THE JUDGE

Maybe it's just me. Do you see a big difference?



GENESIS

See what I mean?

SEGA CD



GENESIS

The difference in graphics is most apparent in non-fighting screens such as this bonus stage.

SEGA CD



GENESIS

The over-the-top visual improvement just doesn't make up for the loss of savable, clone game play.

SEGA CD

Publisher: Acclaim • Developer: Probe • available May • \$45-55

Mortal Kombat



Goro-whuppin' Karie Ward hoped to test her mind, but the latest version of M.K. did little more than test her patience.

You know, I love *Mortal Kombat* as much as the next guy — no, I love it more than the next guy. If I still had all the quarters I spent that first year the coin-op was released, I could buy my own arcade. So you can't imagine how excited I was to review the long-awaited Sega CD version. You also can't imagine

how it grieves me to report that my excitement turned to utter despair when I actually played the "upgrade."

The CD begins with a two-minute trailer which admittedly is pretty cool. Re-edited from the TV commercial, it features game footage, video clips, and an awesome new techno theme song (taken from the *M.K.* CD single), the intro really gets you hyped for that familiar M.K. rush. Unfortunately, it's all downhill from there.

With the exception of a few still shots, the only difference between the Genesis version and the CD game is in the CD's blood-from-the-beginning, which earned the game an MA-17. The graphics are still grainy and drab, but they're slightly better than before. The real shocker is the audio!

MAKE WAY FOR THE NEW!

There are some way-cool additions as well as one we could do without...



Compared to the coin-op, at least I'll see progress when I get it.



A heavy affliction? Kitana's back to the street.



LOADING...

PREPARE TO FIGHT

Get over it, too — you've got large doses of access time between every single match. Intally, background change, bonus stage, entrance round... I could go on.

"Fawless Victory!" The mark of unparalleled perfection once again flashes across your screen — and rumbles through your speakers in superior digitized sound!

SEGA CD info

GENRE	Fighter
PLAYERS	1, or 2 competitive
LEVELS	12
DIFFICULTY	adjustable
SAVE FEATURE	3-5 continues, no autos
MEGS	not applicable

Although the game has the coin-op's "flawless victory" and "fatality" charm, along with a new tune or two, still... CD quality and the music still sounds this way? Come on!

But, hey, it's better graphics and sound that made the Genesis version stand out in the first place — it was game play, right? Well, sorry again, guys. No strides were made in this department, either. It's not bad, it's just not any different. Wait — there is one new element worth mentioning. Now you've got an access-time delay of seven to nine seconds between rounds. It may not sound like long, but really drags down the game play.

M.K. is still a solid action game, but the CD version makes so little attempt to take advantage of its increased memory and technology that it's dissatisfying. Maybe it was the eight-month wait between versions that led me to expect something more impressive. So should you shell out for the expensive system and the CD version? Absolutely not. **GP**

A SECOND OPINION

I'm even more outraged about the backward leap in *M.K. CD*. Acclaim took the exact same Genesis game you already own, stuck the commercial at the beginning, and expects you to cough up for it. Well, don't! The Genesis game has faster game play and even better music (imagine that). Since CDs are very cheap to produce, companies are taking existing titles and tossing in a little fluff to make a few extra bucks without spending more development money. How could a great company like Acclaim fall into that trap?

— Chris



Even though the graphics in this stage are the pits (ouch), there's no minimum. Kane's family is banished!



The CD may need to load information during a finishing move, but that doesn't stop Raging from programming burn-and-the-convicted-champion.



The improved sound effects put the level of victory back into fatalities!



Johnny Cage successfully pulls off this lethal jump-kick against one of the more detailed backgrounds scenes.



RATINGS

GRAPHICS

- 8**
- Pro-game video is awesome, and bonus screens are picture perfect.
 - The rest have the same shabby color and lack of definition as before.

MUSIC & SOUND FX

- 7**
- The intro is outstanding, and music (when it's playing) is fairly good.
 - Substandard for CD — there should have been a much bigger improvement.

BELLS & WHISTLES

- 6**
- Adjustable difficulty and extra continues make things versatile for gamers of all skill levels.
 - Unimpressive; nothing extra of note.

CONTROL

- 5**
- Response time is still quick and clean as in the Genesis game.
 - The delays are unbearable! Smooth, exciting game play is completely lost.

REPLAY VALUE

- 8**
- Well, it is Mortal Kombat, after all... does anyone get sick of it?
 - If anything makes you quit, it's the loading delays and super-short rounds.

OVERALL

72%



He didn't expect to stay long in this mansion, but Mike Foster was left breathless by this virtual mind trap.



Although the Sega CD system got off to a slow start, games such as *Sonic CD*, *NHL Hockey '94*, *The Secret of Monkey Island*, and *Lunar* are finally showing us the unit's capabilities. And now there's *Mansion of Hidden Souls*. Even if this adventure weren't great gaming

— which it is — it would simply be beautiful to look at. Each frame looks carefully painted and planned, and the frames move in conjunction with the screen blackouts that have plagued CD games.

The idea is to rescue your sister after she follows a butterfly inside a mysterious mansion. If you don't rescue her quickly, she'll become a butterfly and join the lost souls who inhabit the manor. Search the

rooms for clues, hidden objects — including a diary that lets you save your game — and butterflies. Listen to the butterfly/soles carefully; their hints are invaluable.

Unfolding like a movie, *Hidden Souls* makes you feel like you're in that mansion — I even got goose bumps. My only complaint is it's way too short. *Hidden Souls* could have continued for hours without getting old, but Sega evidently wanted to leave us wanting more. And, boy, do we! **GP**

SEGA CD info

GENRE	graphic adventure
PLAYERS	1
LEVELS	not applicable
DIFFICULTY	medium
SAVE FEATURE	battery backup, three slots
MEGS	not applicable



Mansion hope, all ye who enter here!



Talk about graphics! These are just a couple of great examples. You get a good sense of movement going up and down the stairs.

HINTS IN THE ODDEST PLACES

As in life, look to TV for the answers to all the universe's questions.



Look at the screen on the right-hand wall.

It shows you pictures of the rooms you should visit or areas you should search.

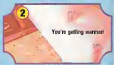


f Hidden Souls



KEYS! KEYS! You need four keys to complete the game. Here's how to snag the first:

Look toward the dresser in your bedroom.



Push back on the chair — there it is!

A SECOND OPINION

While *Mansion* certainly is a gorgeous game, I'm not as enthusiastic about it as Mike. I'd still recommend it — in fact, I enjoyed it — but don't pick up this one expecting something groundbreaking. I like my adventures big, and although the game's riddles will probably have you stomped for a while, overall the game is five miles wide and six inches deep.

— Jeff



Serve guests by to tempt you with goodies. Don't let them delay you.

RATINGS

GRAPHICS

- 9**
- ◆ Beautiful... gorgeous... awesome... Stop me before I repeat myself.
 - ◆ There just aren't enough different screens.

MUSIC & SOUND FX

- 9**
- ◆ Wonderfully eerie music and effects set the mood.
 - ◆ The music may be too weird for some people's tastes.

BELLS & WHISTLES

- 9**
- ◆ The animated sequences are incredible, and there are three save-game slots.
 - ◆ Are those butterfly accents really for real?

CONTROL

- 9**
- ◆ Fluid control without the screen blackout in other Sega CD games.
 - ◆ Once you're decided on a course, there's no way to change your mind.

REPLAY VALUE

- 5**
- ◆ The second or third time through is just to admire the scenery.
 - ◆ But you'll already have solved all the puzzles.



Watch your step. If you fall to the water, your game's over...



To get out of the candle room, blow out one candle.



...and you join the mansion's residents as the second butterfly.

OVERALL 91%

TOMCAT ALLEY



Veteran pilot Trent Ward came down to earth when he realized Tomcat Alley looks a lot better than it plays.

Climb behind the controls of the most powerful fighter jet available and take on a madman's insane

fighter pilot Alexi Povich has just set up a base in Mexico, and only you can keep him from covering major U.S. cities with a liberal dose of chemical weapons. It won't be easy, though — Col. Povich also controls a fleet of MIG fighters, surface-to-air missiles, and some surprises even your special task force doesn't know about.

Don't pick up *Tomcat Alley* if you're expecting a flight simulator. Basically an airborne shooter, *Tomcat Alley* is more similar to *Mad Dog McCree* and *Ground Zero, Texas* than *AH3 Thunderstrike* and *Turn and Burn*. Its graphics and sound are strong, but the game play — as is true of a lot of shooters — gets repetitive. Still, *Tomcat Alley*'s sure to give your accuracy and reflexes a run for their money. And if you're a big fan of arcade shooters, this one's better than most. But if you've been holding out for a good flight sim, your wait is still on. **GP**



If you give your opponent long enough, he slips in behind you. Release some chaff quickly when you see the lock warning, or you'll be hitting the silk.

SEGA CD info

GENRE	arcade-action
PLAYERS	1
LEVELS	not applicable
DIFFICULTY	hard
SAVE FEATURE	backup after each mission
MESS	not applicable



Remember, you're at that stands between the U.S. and that Russian madman. So lock some bells!

Get your briefings from the mission commander. He's not exactly a friendly fellow — screw up just once and he makes you run the whole mission again.



Here's where the action takes place. Use your cursor to get a mouse lock on enemy targets. Better move quickly, though — the lock's good for only a few seconds!



Fast reflexes are rewarded with spectacular explosion animations that look like they're straight out of a movie. See you in hell, you insane Realks.



RATINGS

GRAPHICS

- 8** ↗ Really good digitized backgrounds; solid live-backing animation.
 ↘ The draw-in planes stick out like a sore thumb.

MUSIC & SOUND FX

- 7** ↗ FX and music don't distract you from the game. Voices are helpful in combat.
 ↘ Everything sounds the same after a while, and there's not much more.

BELLS & WHISTLES

- 5** ↗ Use actors on a nice track, or is the case feature.
 ↘ This is pretty much a no-bills cheating game.

CONTROL

- 7** ↗ No hard-to-use button combinations.
 ↘ Often it's hard to get to the chaff button before you're blown up. It's also too easy to turn off your display by accident.

REPLAY VALUE

- 6** ↗ With the multiple-path design, you can get several different endings.
 ↘ The repetitive game play might keep you from wanting to see them.

OVERALL

67%



Awesome Role-Playing!
CD Sound!
Animation!

Alien.
Deadly.
No Fear.
No Remorse.
...and it's coming
to your SEGA-CD™.



THE OFFICIAL SEGA CD YOUR OWNERSHIP. THAT THE PRODUCT MEETS THE HIGHEST QUALITY STANDARDS OF SEGA™. DATE 1995. AND ACCORDINGLY WITH THE SEGA DESIGNER INDUCTORY AND COMPUTER WITH THE SEGA CD SYSTEM.



Rated by M.R.C.

NOT YET RATED

NOT RATED



Our games go to 11!

Knights OF THE Round



Jonathan Gagnon reckons Capcom took Final Fight, stuck the characters in armor, and — presto chango — came up with this sword-swinging adventure.



It's up to Lancelot to defeat himself. If you successfully block a sword attack, you're invincible for a second or two. Take advantage.



These enemies like to annoy you by zipping around the screen. Jump up and deliver them some skull-crushing blows.



Kill the enemies in the foreground first, then concentrate on the ones in the rear.



This foe can't strike back if you sandwich him between your sword and the wall.

Get ready, fighting fans — Capcom's got some medieval mayhem for your vicious little appetites. *Knights of the Round* sounds like a fantasy RPG, but it's much more an action game in the *Final Fight 2* tradition.

You'd think once Arthur pulled Excalibur from its stony prison that all would be peaceful in Camelot. But alas, other knights and kings would have nothing to do with the upstart youngster. So Arthur conferred with Merlin, and the two decided that the only way to unite England is to find the Holy Grail. *Knights of the Round* sends Arthur, Lancelot, and Percival out on a quest to return peace and prosperity to Camelot.

Knights of the Round may not quite live up to the *Final Fight* series, but its lush medieval setting is a welcome change from gritty urban streets. The wide variety of moves at your disposal also makes it exciting to play. If you've always wanted to be a knight in shining armor, here's a good place to start. **GP**

THE COURT JOUSTER

You know, nothing says "medieval life" like a day spent knocking a fellow knight off his steed. Here's the trick:



Charge the boss Roland to knock him off his horse.



...Place him on his back by jumping on his horse and using it against him.



Use your mega-crush attack on the big guy, but watch out — it decreases your health bar if you use it too much.

SNES info

GENRE	action
PLAYERS	1, or 2 cooperative
LEVELS	7
DIFFICULTY	medium
SAVE FEATURE	save
MEGS	12

RATINGS

GRAPHICS

- 8** → As you can see for yourself, the graphics are crisp and fairly detailed. → Drawing in medieval settings is a nice spin on the usual street scenes.

MUSIC & SOUND FX

- 7** → The medieval fighting music (?) keeps the suspense high. → Unfortunately some of the sound effects are unrecognizable.

BELLS & WHISTLES

- 7** → Jumping on horses, attacking in different modes, and facing various enemies add to the excitement. → The moves aren't the greatest.

CONTROL

- 8** → Everything moves smoothly, and you get quick response to your commands. → It takes a while for you to learn the different moves.

REPLAY VALUE

- 8** → Good action for solo gamers, but the two-person option raises the intensity. → Despite its Arthurian setting, it's not that different from other action games.

OVERALL

86%

SEGA-CD™ owners asked. We listened. Now, it's here...

LUNAR™

THE SILVER STAR

True Role-Playing!
CD sound!!
Hot animations!



Our games go to 11!

SEGA AND SEGA CD ARE TRADEMARKS OF SEGA ENTERPRISES, LTD. Game (C) 1992 Game Arts. "LUNAR" is a trademark of GAME ARTS. Licensed from GAME ARTS by WORKING DESIGNS, 18135 Clear Creek Road, Redding, CA 96001. This game produced in 38, 6b? For a dealer near you, call (916) 243-3417 ext. 190.



The Hulk's in this game all right, but Jeff Lundrigan finds that there's nothing incredible about The Incredible Hulk.

There's something mighty appealing about a mindless brute who's simply "the strongest there is." Sadly though, this game doesn't have much to do with its Marvel Comics incarnation.

Stop me if you've heard this before: He walks from left to right, jumps on platforms, and hits enemies. He picks up gamma capsules to increase power and gain special moves. And he fights one of the Hulk's main villains — the Rhino, Tyranus, etc. — at the end of stages.

See the problem? You could put any character in here without changing the formula. Sure, it looks OK, but side-scrolling action games have been done to death, and nothing makes this stand out. It's got tiny characters, just a handful of combat moves, and not enough variety among enemies. We've seen it all before — show us something new. **C-**

Publisher: U.S. Gold
Developer: Probe
available May
\$54.95

THE INCREDIBLE HULK



GENESIS info

GENRE	action
PLAYERS	1
LEVELS	6
DIFFICULTY	medium
SAVE FEATURE	none
MEGS	16

Which a big Hulk battle a couple of bosses from the comic books, the Abomination, the Absorbing Man, the Rhino, and others



Final transformation capsules or take enough damage to turn into Banner. He gets places the Hulk can't... too bad he dies so easily.



The title screen looks great... wish the rest of the game could keep up.



Collect special capsules and they make you a Super-Hulk. You can then do extra moves like the Sonic Cup.



Most of the stages look alike. This is about as distinctive as the designers got.

RATINGS

GRAPHICS

- 6** Storyboard screens are well done, and the Hulk himself looks just fine. Folio are big, and backgrounds look like every other game you've played.

MUSIC & SOUND FX

- 5** The Hulk roars — cool. Music? Oh, yeah, there's music there... somewhat.

BELLS & WHISTLES

- 4** There are a few anti-fighting moves, and some stages require some thought to survive. But don't look for much extra.

CONTROL

- 5** For some reason, it's difficult to time your jumps. A few supposedly "super" moves are nearly useless.

REPLAY VALUE

- 5** There's no save feature, but you can collect continues. Nothing here is interesting enough to bring you back more than once or twice.

OVERALL
50%

IF YOU SNOOZE— YOU LOSE!

YOU'LL KICK YOURSELF IN THE BUTT IF YOU'RE LEFT
SITTIN' IN THE STREET WITHOUT CLAY FIGHTER™!



THEY'RE HERE FOR A
LIMITED TIME ONLY.
WHEN THEY'RE GONE—
THEY'RE GONE!

1994 ELECTRONIC GAME MAGAZINE AWARDS — "MOST HUMOROUS"

OIE HARD GAME FAN MAGAZINE — "MOST WANTED"

VIDEO GAMES MAGAZINE — "PERFECT 10 RATING"

ELECTRONIC GAMING MAGAZINE — "EDITOR'S TOP 10"

SWAT PRO — "BEST BET"



Interplay



LICENSED BY
Nintendo

©1994 Interplay Games Corporation. All rights reserved. Clay Fighter is a trademark of Interplay Productions, Inc. Nintendo Super Nintendo Entertainment System, Super NES and the Nintendo Game Boy logo are trademarks of Nintendo of America, Inc. ©1994 Nintendo of America, Inc.

17922 Fish Avenue
Irvine CA 92714
(714) 553-6855

THE OFFICIAL SEAL OF YOUR AGE GROUP THAT
YOUR PARENT HAS APPROVED FOR THE QUALITY OF THIS
PRODUCT. PLEASE READ THE INSTRUCTIONS CAREFULLY
BEFORE PLAYING AND ALWAYS IN THE PRESENCE OF
PARENTS. COMPLETE COMPATIBILITY WITH YOUR
SYSTEM. INTERPLAY GAMES CORPORATION



Doug Brunley learns the hard way that *Fievel* may not be the best traveling companion on a trip to the Old West.

An American Tail

Fievel Goes West

SHOOTING GALLERY

Uncover power-up and bonus icons by shooting the boxes scattered throughout each level.



Pick up the Wylie dapp icon and you can continue from the point if you lose a life.

Small hearts refill your life meter by one heart.



while bigger hearts like this one fill the meter entirely and add an extra heart!



Stars give you a few seconds of invincibility. Be out of the danger zone before they run out.

A big enough coin collection — 100 to be exact — earns an extra life. Large coins are worth five of the small ones.

Water guns found throughout the level can be used



to extinguish those flaming gophers.

Well, it's not exactly the ultimate cat and mouse game: Evil Cat R. Waul has played upon the dreams of Fievel's family and lured the Mousekewitz family to the Old West, a place he's told them cats and mice live in harmony. In truth, he plans to serve up the Mousekewitz clan as (gulp) mouseburgers!

While Fievel may be small, he's full of fight — and aspirations to follow in the footsteps of his hero, lawdog Wylie Burp. He's discovered Cat R. Waul's crafty scheme and is committed to foiling the plan and saving his family. But the little guy is armed with only his trusty pop-gun, water pistol, and other items as he high-tails it through five levels of desperados and obstacles on route to a clash with Cat R. Waul.

The game's simplicity, brevity (only five levels), and familiarity should make it a good selection for kids. But the control is a little rough when you're jumping and shooting and leads to frustrating moments even for grown-ups. Since there's nothing new or original, it's little more than another average action game with a sweet cartoon character. **GP**



Dear-Go is the first of the five bosses you encounter, but you shouldn't find any of the meetings — except for the climactic clash with Cat R. Waul — to be too much trouble.



Fievel may be the bestest pop-gun drow in the West, but hitting enemies' heads as they're attacking at you is one of the toughest aspects of the game.



Wheeler: he's starting down; one of Cat R. Waul's desperados or picking up more loot, Fievel always has a smile on his face. Sorry, isn't it?

SNES info

GENRE	action
PLAYERS	1
LEVELS	5 with various sub-levels
DIFFICULTY	easy
SAVE FEATURE	none
MEGS	1

RATINGS

GRAPHICS

7 Multiple scrolling backgrounds offer more than just Fievel and his face. Much of the animation really isn't that impressive.

MUSIC & SOUND FX

6 The music — a different tune for each level — accompanies the action...but the sound effects are really fairly standard.

BELLS & WHISTLES

5 A bunch of characters from the cartoon join Fievel. There are no passwords and no skill levels — a bad move for a kid's game.

CONTROL

4 Poor jumping controls make it frustrating to land on suspended platforms. Most enemies and bonus items must be shot at mid-jump — a tough trick.

REPLAY VALUE

4 Each level is really too repetitive within itself...and there are only five levels in all.

OVERALL

55%

Quit *crying*
about getting **hacked,**

or how your
shoes **hurt,**

or how you
can't **shoot**
outdoors.

Just **shut up**
and **jam.**



SHUT UP AND JAM! The only basketball game endorsed by Charles Barkley.
Coming soon for the Sega™ Genesis™ and Super Nintendo™ Entertainment Systems.

© 1994 Sega Inc. (SM) between South Africa. For more, call 800-521-5252, Charles BARKLEY'S likeness and name are used under license by Accolade, Inc.
™ and ® are trademarks of Accolade, Inc. ©1992 Accolade, Inc. Licensed by Sega Enterprises, Ltd. for play on the Sega™ Genesis™ System
Sega and Barkley are trademarks of Sega Enterprises Ltd. Super 32X is a trademark of Accolade, Inc. All rights reserved.

Get In The
Game.™

THE Pirates of Dark Water



Mike Foster was pleased to play a game based on one of his favorite cartoons, but this dark water left a bad taste in his mouth.

GENESIS info

GENRE	action
PLAYERS	1
LEVELS	11
DIFFICULTY	easy
SAVE FEATURE	passwords
MEGS	16

Mer — a mysterious world where a substance called dark water consumes any living thing that touches it. Since the only things stronger than the dark water are the Treasures of Rune, the person who controls the treasures controls the planet.

In this one-player adventure, you can select Ren, Iz, or Tula in your battle to beat the pirate Bloth to the treasures. Each of the three has unique strengths and weaknesses: Iz is the strongest, Tula

the fastest, and Ren falls somewhere in between. You must explore Mer, picking up potions and coins and other good stuff — including melons to feed the helpful monkey-bird Niddler.

The *Pirates of Dark Water* looks great, but its game play is disappointing, with slow action and easy-to-defeat bosses. There's not much here for older players, but its nonviolent nature and cartoon theme make it an OK choice for younger games and fans of the cartoon series. **GP**

POTIONS OF POWER!

Bottle of magic that help you battle foes are scattered across Mer.



The gravity potion allows you to fall further and jump higher.

Don't let forget to drink his gravity potera before taking that jump!

This potion enable a spinning shield around your character, making him or her invincible.



Stand on these blocks — they create ladders leading to more booty.

There's nothing to grab or avoid here, so of back and enjoy the ride.



Be sure to search every chest on the ships — they contain the coins and keys you need to proceed.



You can summon Niddler to help you if you have enough orange melons.



Ren loots all the special treasures from his father, King Princeus.

RATINGS

GRAPHICS

- 7** + Clean graphics, with good use of color.
+ But you might expect more from a 16-meg cartridge.

MUSIC & SOUND FX

- 5** + The music and sound effects are adequate...
+ ...but who's looking for adequate anymore?

BELLS & WHISTLES

- 6** + There are some neat attacks and fighting moves.
+ But some animation, bonus stages, or tough bosses would be welcome.

CONTROL

- 5** + Your character jumps well...
+ ...but is slow to react in combat.

REPLAY VALUE

- 5** + The three characters have different moves. There are hidden rooms to find.
+ Mer is a great place to visit, but you don't want to spend much time there.

OVERALL

55%

CAPTRON
G & G

Dad and Grad Special
10% Off All Game Gear
and Game Boy Software
May 25-June 30

6
HOT
Vacation
IDEAS

NEW FROM CAPCOM®



Everyday Low Prices
Try Before You Buy
Knowledgeable Gaming Staff
Convenient Locations

Eye Of The Beholder
from Capcom



For the Super NES
You've been waiting
for another great
RPG game, and
here it is! Enjoy advanced
Dungeons and Dragons
at it's finest.

Knights Of The Round
from Capcom



For the Super NES
Knight against knight, might
against might.
Fight to survive in
medieval mean
streets.

Saturday Night
SlamMasters
from Capcom



For the Super NES
Combine the best wrestling
title with the top street
fighting game and
you've got Saturday
Night SlamMasters.

BLOCKBUSTERS FROM VIRGIN GAMES



JAMMIT

Jammit™ from
Virgin Games

You play on
the streets
and do what
it takes to win!
For the Genesis



For the Genesis

Caesars Palace™
from Virgin Games

This premiere
casino gaming
cart brings all
the excitement
and fun of casino
entertainment
to your home.

Dune™ from
Virgin Games

Full screen video clips
from the cult film lead
you through adventure
on the far side of the
universe.



For the Sega CD and Genesis

G&G/Captron/VG-1 Stores Near You

Address	Captron	Virgin	VG-1
Atlanta	(404) 251-9884	Atlanta	(404) 251-9884
Baltimore		Baltimore	(410) 528-4242
Boston		Boston	(617) 267-8888
Chicago		Chicago	(312) 467-1111
Dallas		Dallas	(214) 424-4444
Denver		Denver	(303) 441-4444
Detroit		Detroit	(313) 441-4444
Houston		Houston	(713) 441-4444
Los Angeles		Los Angeles	(213) 441-4444
Memphis		Memphis	(901) 441-4444
Minneapolis		Minneapolis	(612) 441-4444
New York		New York	(212) 441-4444
Philadelphia		Philadelphia	(215) 441-4444
Pittsburgh		Pittsburgh	(412) 441-4444
Portland		Portland	(503) 441-4444
San Francisco		San Francisco	(415) 441-4444
Seattle		Seattle	(206) 441-4444
St. Louis		St. Louis	(314) 441-4444
Tampa		Tampa	(813) 441-4444
Washington		Washington	(202) 441-4444
Wichita		Wichita	(316) 441-4444

Or Call
1-800-262-7462

For Direct Delivery Call:
1-800-262-7462

\$5 Off

Captron & VG-1
Offer limited to
stock on hand
that will not
apply to other
Featured Games
with this coupon



If you're looking for an all-out exhilarating, blow-'em-away Genesis shooter, Jonathan Gagnon says to look no further.

Here it is — chock-full of explosive graphics and equally stunning sound effects. Oh, yeah... there's enough action to glue you to your seat.

As Brent McGuire, leader of the United Planets' Freedom Forces, your sole mission is to keep galactic peace. However, on this day harmony's not part of the picture: Your arch-nemesis, the evil "Machine," has reappeared. That's right, the evil force you thought you destroyed years ago is back with a vengeance. Same picture, different game — you must find the Machine and crush it.

Mega Turrican is a shooter with lasting power. Don't expect to finish it in a sitting — not with 15 horizontally and vertically scrolling levels to explore. You've got a bunch of weapons and gadgets at your disposal, and you'll need every plasma-rope and energy wheel if you hope to survive. Hold on! GP

MEGA TURRICAN



Jump up, then immediately off this platform to avoid being crushed. Your energy wheel is especially helpful here.

You get most of your shots off if you stand in this spot while the boss is in the lower part of the screen.



Defeat this boss by shooting at its eyes. Use your plasma-rope to swing to the side if the eyes are on.

GENESIS info

GENRE	shooter
PLAYERS	1
LEVELS	15
DIFFICULTY	hard
SAVE FEATURE	none
MEGS	8



Tread slowly through the water so the serpent can't surprise you.

GUN LAWS? NAH, NOT HERE, PAL



Shoot containers like this to uncover extra weapons and power-ups.



RATINGS

GRAPHICS

- 8** Detailed graphics, vibrant colors, and lots of exciting explosions.
 ⚡ Your character's sometimes hard to see in the noisy background.

MUSIC & SOUND FX

- 8** Rapidly changing music and explosive effects keep your heartbeat racing.
 ⚡ There are even synthesized voices telling you the weapons you've grabbed.

BELLS & WHISTLES

- 7** The variety of weapons and items keep the action fresh.
 ⚡ You've seen similar weapons before, and the bosses aren't tough enough.

CONTROL

- 8** Quick response — which is needed in this game!
 ⚡ It can take some time to get used to the plasma-rope.

REPLAY VALUE

- 7** The fast-paced action and great graphics keep you coming back.
 ⚡ It's so tough that you have to play some levels over and over again.

OVERALL **88%**

Are You Ready To Play The Ultimate Game of Chicken?



"A Hero For
The Nineties"

- Electronic Games



Twinnit



Eggsplore five way out
white and trap space!

Alfred Chicken™ is the hottest new game to hit your video game system! Get ready for non-stop egg-itement with Alfred Chicken, the hero of the 90's!

You'll face uncertain danger as you guide Alfred along his menacing journey to rescue his kidnapped egg buddies from the evil Meka Chickens and thwart their plot for World Domination.

Fight your way through some of the most bizarre worlds imaginable. Make mincmeat out of Meka Chickens, and dodge their deadly traps.

Copyright © 1995 Twinnit. Copyright © 1995 Hasbro, Inc. a Division of Hasbro, Inc. All rights reserved. Alfred Chicken is a registered trademark of Twinnit. Twinnit, Alfred Chicken and the logo are registered trademarks of Twinnit. Super Nineties, Inc. The Meka Chickens and the logo are registered trademarks of The Hasbro Game Line. Nintendo Super Nineties, NES, SNES and Game Boy are registered trademarks of Nintendo of America, Inc.

You've played those other boxes, now try something with some real challenge! If you're looking for non-stop excitement and thrills-a-plenty, look no further 'cause Alfred Chicken is here!



Secret passages, extra lives,
hidden rooms and puzzles!

For more excitement you can't live with...

1-800-234-3088

For an Alfred message call

1-800-ALFREDC

ENTERTAINMENT FROM THE DAWN OF CIVILIZATION!



Fred and Barney are looking for the lost Treasure of the Sierra Madrock in order to win the title of Grand Poobah of the Loyal Order of Water Buffaloes! Play either character (or team up with a friend and play both), in this action-packed stone age thriller! Leap over scintillating traps, swim through underwater challenges, and climb granite walls in your search for the stash of clams. Help your bosom buddy in team play to make it to the next level!
It's a Yabba-Dabba-Doo™ time waiting for you!

- Multiple mini-games offer a bonanza of excitement!
- Incredible intermission scenes recreate the world of Bedrock!
- One or two players rock through this 8 meg game!
- Special features include: area maps, passwords and optional!



TAITO

The Funstonies™ and The Funstonies game characters are trademarks of and copyrighted by Funzi Brothers Productions, Inc. ©1984 Funzi Brothers Productions, Inc. Taito is a registered trademark of Taito Corporation. Nintendo, Super Nintendo Entertainment System and the Official Seal of Quality are registered trademarks of Nintendo of America, Inc. ©1984 Nintendo of America, Inc.

STAR TREK

The Next Generation



FUTURE'S PAST

Publisher & Developer: Spectrum HoloByte • available May • \$59.95



Psst, buddy, want to go into space? Want to kick some Romulan butt? Jeff Lundrigan points the way where all will follow.

Hey, man, these are the voyages — for real. You call the shots aboard the *Enterprise*, warping around the galaxy to deliver medical supplies, rescue scientists, scrap with Romulans,

and complete other missions. In the course of your Starfleet duties, you find clues about the "Integrated Field Derandomizer" (IFO), an ultimate weapon left behind by an ancient civilization. Let's just say that you'd better find it before the Romulans do!

It's amazing how much stuff there is to do in *Star Trek: The Next Generation*, and it takes a fair amount of brain power and skill to survive. However, *The Next Generation's* biggest strength is that it stays very, very true to the spirit of the show. The designers made sure that the crew's goals and methods are square with Starfleet regulations — mess with that Prime Directive, buddy, and you're outta there quick. On the down side, it's a little slow.

You spend quite a bit of time twiddling your thumbs while you wait to warp to a far corner of space or make repairs. Even the characters walk like somebody turned up the gravity. It makes a few missions — such as rescuing miners in



There's plenty to do: rescue miners, deliver medical supplies, stop Ferengi smugglers — a Starfleet officer's job is never done.

the maze of tunnels below Orientus Alpha III — a real endurance test. But the universe isn't perfect — if it were they'd have found a cure for baldness by the time Picard took over the *Enterprise*.

Fans of the series won't want to miss *The Next Generation*, and there's a lot here even for Doug Brumley types who have never seen the show. GP

SNES info

GENRE	RPG/action
PLAYERS	1
LEVELS	not applicable
DIFFICULTY	medium
SAVE FEATURE	password any time
MEGS	16

YOUR VERY OWN STARSHIP

Welcome to the bridge. A bridge too far. Bridge of no return.



You control it all — YES! I'm in charge now! Okay me space pilot I'm the captain, for the captain!



But, seriously, folks, you control the *Enterprise* and its crew from here. You can

even call a banking if you get stuck, which is very handy.



Adding to the *Star Trek* flavor is an enormous computer database filled with Starfleet regulations.

MEET THE CREW!

Choose your Away Team carefully or your missions may not last long.



Select the team from familiar crew members or "red shirts," nonetheless, enough you can kill off with impunity.

Since special skills are often required on missions, be choosy when you're putting together a team. Counselor Troi, for example, is good for talking to people, and Geordi can see in the dark.



A SECOND OPINION

This one gets a perfect 100% from me. Why? Because I can be bribed, that's why. Look! I'm in the game. Me and Mike and Beth and that Vince Matthews fella — bunches of magazine folks from all your favorite rags. Cool! And best of all, they made me look like a short-haired Steedard Channing, which more than makes up for my lovely erasin' status. And do you know what? We didn't have to pay them anything! Not a penny. Whatta racket! Seriously, though, *TNG* is a fun game with a learning curve that's a little high, but it's great for the Trekker in all of us. And you can be me. Or you can hit me. Or whatever.

— Leslie



STAR TREK

Publisher & Developer: Absolute • now available • \$27.95



Quit arguing about Shatner vs. Stewart, Mike Foster says, and play this Game Boy version of the top-rated syndicated series.

Although *Star Trek: The Next Generation* is about to close up TV shop after seven years and warp to the silver screen, you don't need to panic. It's still possible to join the crew of the *Enterprise* and its continuing mission in Absolute's Game Boy version.

Star Trek's a Trekker's dream — you're not quite in the captain's chair, but you do have control of the *Enterprise*, and its crew awaits your orders. Your missions include saving diplomats, delivering life-support systems, and battling the lawlives of the universe, including Ferengi and Romulans. There's a little too much fighting going on for purists, however; Jean-Luc seems to have lost his grip on the Prime Directive.

But if your Game Boy seems to be losing its lustre, *Star Trek* could be a lifesaver. Set a course at Warp 9 for your nearest game dealer and "engage!" **GP**

RATINGS

GRAPHICS

8

- ◆ The bridge is cool, and some of the digitized pictures are excellent.
- ◆ Most of the areas you explore have very simple graphics.

MUSIC & SOUND FX

6

- ◆ The music sounds fine...
- ◆ ...but it doesn't have much to do with *Star Trek* (free-form jazz in space?).

BELLS & WHISTLES

8

- ◆ There's lots of great *Trek* stuff, and the galaxy is a big place!
- ◆ I really wish you didn't have to walk around so much to find stuff.

CONTROL

6

- ◆ Soon you get the hang of them, the bridge control panels are well laid out.
- ◆ Everybody rears no sleep!

REPLAY VALUE

8

- ◆ It keeps you coming back.
- ◆ Exit once you've finished the game, you're finished.

OVERALL **80%**



Get your assignments from Captain Picard, but remember that each mission has a strict time limit.

Raise your shields before going into warp drive just in case you're surrounded by Romulans when you arrive at your destination.



Boost your phaser power before engaging in battle. They're a lot easier to aim than phaser torpedoes, although they don't do as much damage.

GAME BOY info

GENRE	action/adventure
PLAYERS	1
LEVELS	20
DIFFICULTY	medium
SAVE FEATURE	password
MEGS	1

RATINGS

GRAPHICS

8

- ◆ Ships and crew members are free to show.
- ◆ The transporter grid could have used some more work, though.

MUSIC & SOUND FX

8

- ◆ The effects and music are very good.
- ◆ It would be tough squeeze in, but some digitized speech would be a great added extra.

BELLS & WHISTLES

7

- ◆ You can boost your weapons and shields directly from the warp core.
- ◆ Where are Dr. Crusher and Cosmo? Too? The women have been targeted.

CONTROL

7

- ◆ Up, down, left, right — so busy it's no mousey here.
- ◆ The phaser torpedoes are so hard to aim that they're almost useless.

REPLAY VALUE

7

- ◆ They're fun, but the missions all tend to be of the same variety.
- ◆ And they play fast and loose with the Prime Directive.

OVERALL **75%**

GRINDSTORMER

Shooters? Yeah, I think I remember those. They were all the rage a few years back, when *Gradius* and *Thunder Force* really pushed 16-bit sales. Can *Grindstormer* bring the near-dead genre back from the brink? Nope.

Grindstormer should come in a plain white box with "shoot!" stamped on it. It has no originality, no new twists — nothing you didn't see years ago. You simply fly toward the top of the screen while firing missiles and dropping bombs on everything in sight.

The storyline isn't even original. As the last surviving pilot in your fleet, scientists give you the *Grindstormer*, an experimental new ship, to fight an invading alien armada. That story's so old, it's gotta be public domain by now.

On the other hand, Tengen must have realized that *Grindstormer* isn't the type of game that's really hot these days. It's only \$40 or so — pretty cheap compared to most new games. Lonesome shooter fans can get their hands on something for their sticky trigger fingers while still saving up for the next "good" game. So look at *Grindstormer* as a nice treat for gamers who still enjoy zipping space ships. GP

GENESIS info

GENRE	shooter
PLAYERS	1
LEVELS	5, but you play each twice
DIFFICULTY	adjustable
SAVE FEATURE	none
MEGS	8



Shooters, shooters, shooters... now, who was it that used to play those? Oh yeah, Chris Slate. Just like riding a bike...



You can shift your side pods empty by raising your ship without holding the fire button. When you press fire, they lock in place.



Just look at all the space the block bar takes up! That info should be smaller, making much-needed room for the action.



You don't use any bombs in the "V-Five" mode. Instead, your bomb meter is replaced by a weapon bar similar to the ones in the *Gradius* games, in which you aim the weapon you want by collecting demands.

Shoot every alien you really nifty, drop a bomb or two, if you're allowed to, "nudge" every ship, and I should you from being during the explosion. GP

RATINGS

GRAPHICS

- 6** + *Grindstormer* features large enemies and a very smooth moving ship.
+ The overall impact is dull, thanks to drab colors and unexciting enemy ships.

MUSIC & SOUND FX

- 6** + Explosions and lasers are standard fare, but break in just a notch higher.
+ Most music tracks aren't addressing-peeping — I could play golf to that!

BELLS & WHISTLES

- 4** + Nothing should have been I seen.
+ The info bar takes up way too much space, cramming your game play into a very small window.

CONTROL

- 6** + Your ship moves very smoothly, and calibrating weapons isn't a problem.
+ You can lose your ship among the side pods while trying to reassemble.

REPLAY VALUE

- 6** + It's pretty tough, even on easy level.
+ There are only six real stages — after that you go back through them, just with harder difficulty.

OVERALL

58%



STRAP



YOURSELF



IN



FOR



THE



FLIGHT



OF



YOUR



LIFE.

In a far away galaxy filled with digitized cinematic sequences and SFX from the original Star Wars trilogy, you take control of the flight stick in four specialized Rebel ships. Use the Force to blast TIE fighters, AT-ATs, Super Star Destroyers, Imperial Droid Units...and ultimately obliterate the evil Empire with a do-or-die trench-run on the Death Star.

Join in the Rebel Assault...
and fulfill your destiny.

STAR WARS REBEL ASSAULT



CALL JVC'S 24-HOUR TOLL LINE:
1-900-454-4JVC

Five each minute. If you are under 18, be sure to get a parent's permission before calling. Requires a touch-tone telephone and is only available in the U.S. (Call length determined by user; average length is 3 minutes. Messages subject to change without notice.

JVC Musical Industries, Inc., Los Angeles, CA

Label Photo: © 1993 Lucas Entertainment Company. Used under license from Lucas Entertainment Company. Star Wars is a registered trademark of Lucas Entertainment Company. Star Wars is a registered trademark of Lucas Entertainment Company. Star Wars is a registered trademark of Lucas Entertainment Company. Star Wars is a registered trademark of Lucas Entertainment Company.



SEGA CD

SEGA CD is a registered trademark of Sega Corporation. SEGA CD is a registered trademark of Sega Corporation. SEGA CD is a registered trademark of Sega Corporation. SEGA CD is a registered trademark of Sega Corporation.



HEIMDALL



Despite the inclusion of pig wrestling, his favorite sport, Mike Foster found that even the gods of Asgard couldn't make this game challenging.

SEGA CD info

GENRE	RPG
PLAYERS	1
LEVELS	27 islands
DIFFICULTY	easy
SAVE FEATURE	battery backup, 1 save slot
MEGS	not applicable

Gods will be gods, and the Norse gods have been bickering since the beginning of time. But at this skirmish there's a new twist: Loki, god of mischief, has stolen the most prized possessions of the gods — Odin's sword, Frey's spear, and Thor's hammer — and has hidden them on Earth, where no god can tread. Not to be outdone, the gods send a hero to befriend the Vikings and retrieve their stolen weapons. Thus Heimdall was born and began his quest.

The animated segments opening this RPG are quite impressive — and they should be, since alumni from the Don Bluth studio (*The Secret of NIMH*, *An American Tail*) created them. You begin by participating in sub-games to prove your worthiness. Once you've thrown a few

axes, wrestled a few pigs, and fought a few boatmen, it's decided how many characters (up to five) can accompany you on your quest.

The rest of the game is not nearly as graphically pleasing, challenging ... or original. Because you simply search through rooms, kill monsters, and acquire treasure, there's not much that sets Heimdall apart from other RPGs except that it's very much a beginner game. Pick up Heimdall if you're daunted by *The Secret of Mana* or *Lunar*, but if you're looking for a challenge, leave Heimdall on the rain-bow bridge. **GP**

LET THE GAMES BEGIN!

Welcome to sub-games, where men are men and women are targets. Do well — even if you must try over and over.



Be sure you can cut the young girl's bonds. But be careful — if you come to close to hitting her, you must begin again.

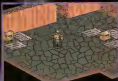


The one thing no game has ever given you — pig wrestling! If you corner this little piggy, he charges.



The gaps in the boat-board lighting sub-game attack all at once, so guard your back.

Since not all traps are visible, you can test your reflex at ease with a Detect Traps spell.



Try your attack a split-second after the monster's — otherwise, you just end yourself out hitting his shield.



Loki leaves Asgard with Odin's sword, Frey's spear, and Thor's hammer. Can you retrieve them?

RATINGS

GRAPHICS

8 ♦ Some nice animated sequences in the *Dragon's Lair* style.
♦ Combat is boring and repetitive.

MUSIC & SOUND FX

6 ♦ The music is very well done...
♦ ...but where you take little account the capabilities of the Sega CD, the sound effects aren't much at all.

BELLS & WHISTLES

5 ♦ The sub-games are a nice addition to a standard RPG.
♦ After a while, all 100+ rooms start to look alike.

CONTROL

7 ♦ Great point-and-click interface makes choices quick and easy.
♦ You don't have enough control during battle sequences.

REPLAY VALUE

6 ♦ The variety of characters you can portray enhances the game.
♦ Once you've found the hidden doors and treasures, there's no going back.

OVERALL

64%

PRETTY COOL FOR A GUY NAMED DEXTER!



Life as a space hero can be pretty miserable sometimes. Like now,

for instance. The evil Commander Borf has blasted you with his Infanto Ray and turned you into a little kid, captured your gal, Kimmy, and is threatening

to conquer the Earth. On top of all that, your name is Dexter.

Your mission?

Rescue the girl, save

the world, run the bad guy out

of the galaxy, and regain your manhood (not necessarily in that order)!



Now all the extraterrestrial action of the smash-hit arcade game comes to your Super NES® with 14

wacky and challenging levels of intergalactic mayhem! Over 50 video sequences from the original game put **you** in the action!!



ABSOLUTE.



SUPER NINTENDO

empire
SOFTWARE

Nobunaga's REVENGE

Publisher & Developer: Koei • now available • \$59.95



After whetting his appetite for global domination with *Romance of the Three Kingdoms III*, Mike Foster found *Nobunaga's Revenge* a big letdown.

Another Eastern country has been thrown into civil war. As the great shogun known as Ashikaga, it's your job to reunite the people of hundreds of feudal states under one rule. But the diarchy, or leader, of each state wants your job.

You begin *Nobunaga's Revenge* with a measly amount of money and very little food. You must invest in production and build a strong army. You can protect your *flot*, or state, with alliances (such as

marrying into the family of a neighboring flot), and you can use these alliances to cover your back (even double your troops!) while you invade an enemy flot somewhere else. Be careful, though—sadly no pact is so set in stone that it can't be broken.

Koei games are Koei games—you know when you buy one that you're in for strategy-filled gaming sessions. But *Nobunaga's Revenge* is incredibly frustrating because you can give only one command per turn, even though you may be invaded two or three times between



You can give only one command for each season. Start by developing your produce, then increase the size of your army.

As with most Koei games, the larger army almost always wins. Be sure to protect your leader—if his unit is destroyed, the game's over.

ENTER THE NINJA

Fast as the wind and deadly as the scorpion—ninjas can be your greatest friend... or your worst enemy.



Ninjas are the swiftest and deadliest dogs—they obey your orders without question.



Ninjas are swiftest and deadliest dogs—they obey your orders without question.



Once he's introduced in a secret plot, your ninjas can do a lot of damage—how big or tiny or deadly depends on the mission.



Carefully choose the attributes of your leader. For example, if his health isn't high, he's susceptible to disease.

SNES Info

GENRE	Strategy
PLAYERS	1-2
LEVELS	4
DIFFICULTY	Adjustable
SAVE FEATURE	Fortify backup, two save
MEDS	4

commands. And before you can train your army, you must recruit men, sell grain to raise money to pay them, invest in farmland to grow the grain... you get the point.

The only cool thing about *Nobunaga's Revenge* is that you get ninjas—sneaky little guys you can use to start rebellions, destroy dams, or set fire to enemy buildings. Destructive, but still a lot of fun. And this game needs an invasion of fun! GP

RATINGS

GRAPHICS

- 5** + The animated sequences look nice.
+ But most screens are menu-laden and boring.

MUSIC & SOUND FX

- 5** + The opening music is very rich and intricate...
+ ...but it's all downhill from there.

BELLS & WHISTLES

- 3** + All right! Not just!
+ There should be more one-on-one combat in the game.

CONTROL

- 6** + Give it a point or two for being mouse-compatible.
+ But "control" may not be the right word—you don't do much.

REPLAY VALUE

- 3** + It's a different game every time you play.
+ But who cares about novel strategy when you're bored stiff?

OVERALL

38%

Get EEEKtrified!



Hold on tight for high-voltage adventure with your favorite Saturday morning superhero—in his Super NES debut. Watch the show, then play *Eek! The Cat* through six all-new, hair-raising episodes.

Get zapped, bonked and splattered as you try and rescue Annabelle from loony aliens . . . reunite Pierre with his Squishy Bear brothers . . . catch Joey the orphan's runaway Christmas present . . .

Hang with Eek! every day of the week. And remember: *It never hurts to help* . . . unless, of course, there's a sharkdog on your tail!!!



Ocean of America, Inc.
1855 O'Toole Avenue, Suite D-102
San Jose, CA 95131
408 954-0201



SUPER NINTENDO
ENTERTAINMENT SYSTEM

JAMMIT

Chris Slate, fresh from NBA Jam, turns his attention to another down-and-dirty, trash-talkin', mega-dunkin' basketball game. How does it hold up?



GENESIS info

GENRE	sports/action
PLAYERS	1, or 2 cooperative
LEVELS	4 courts, 8 play modes
DIFFICULTY	medium to hard
SAVE FEATURE	passwords
MESS	16

Two months after gamers were treated to the much-ballyhooed arrival of Acclaim's *NBA Jam*, another street-wise basketball game hits the store shelves. Virgin's *Jammit* (also available for SNES) trades the glamour and glitz of the NBA for the grim and grit of urban streets. If you thought the games were rough in *Jam*, try the competition on concrete courts such as Slam Haven, Fish Heads, and the Snake Pit.

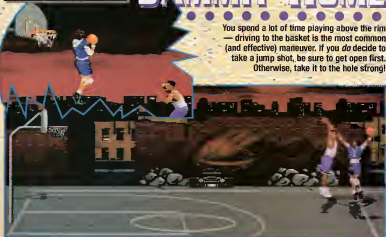
In *Jammit*, as in *NBA Jam* and the older *Arch Rivals*, you play fast-paced games with fewer players than the standard five-on-five, and there are usually no fouls called. But *Jammit* sets itself apart from its predecessors because of its eight

unique play modes. In addition to the standard one-on-one, you can choose to play games like "2 Hot," in which you score more points if you shoot from the X mark on the court, and "Cutthroat," in which three players (you and two computer-controlled opponents) try to be the first to score 21 points. Without these variations, *Jammit* would get old fast.

But instead *Jammit* is a good action-based basketball game that would have been a lot more impressive if *Jam* hadn't come along. However, the game's many play modes and in-your-face attitude gives it a unique style that makes *Jammit* worth picking up — even if you already own another basketball game. **GP**

JAMMIT HOME!

You spend a lot of time playing above the rim — driving to the basket is the most common (and effective) maneuver. If you *do* decide to take a jump shot, be sure to get open first. Otherwise, take it to the hole strong!



A SECOND OPINION

Jazzed is a refreshingly different basketball game. Graphically, the digitized characters are much larger and more detailed than in other hoops sims, and the perspective switch for dunks gives you a great look at the above-the-rim action. I found control to be its weakest point, but it doesn't sink the game. The fact that you can play just about every streetball game under the sun certainly helps its replay value. Jazzed's not exactly the best basketball cart you'll play, but it's certainly worth a look.

—Doug



The Judge owns the city courts, and you've gotta have to go through him if you wanna go all the way. He's almost impossible to stop once he drives to the basket, and he can put it up from the outside, too.

THE JUDGE



You bet on the outcome of the match in the side game and can keep playing as long as you're winning. However, if you run out of cash, it's time to bet the showers.

If it looks like your opponent is going to get off a good shot, shove 'em to the ground! In some play modes, your opponent has the option to call a foul, but he or she can call only a foul.



You can double the number of points for a shot in "2-Flag" mode if you hit the basket from the X mark that randomly appears on the court. It's tough to do — but it's a great way to make a comeback late in the game.

RATINGS

GRAPHICS

8 Digitized players and courts look great. Movement is smooth and crisp, causing you to make misjudgments in your shots or calls to the basket.

MUSIC & SOUND FX

7 The jazzier Jazzed music is very faithful to the style of the game. There's a nice boost option for louder sound. The compiled "trash talk" fits well.

BELLS & WHISTLES

7 Eight play modes make it. No other ball cart offers so many ways to play. You can choose from only three different players.

CONTROL

7 Players respond well, and the shots and steals feel good as you put them up. You can get hung up with other players, slowing the action until you separate.

REPLAY VALUE

6 Eight different play modes. However, the one-player game goes by very fast — especially if you use the passwords.

OVERALL
72%

STOP That ROACH

Publisher & Developer: Koei • now available • \$26.95



Jonathan Gagnon wishes they had stopped this game and left the insects alone! Warning — this should come with its own can of Raid.

Everyone and his brother has done a puzzler for Game Boy, so why should Koei be any different? Well, maybe because *Stop That Roach* isn't very good.

Your goal is to stop all the on-screen roaches before they devour your snack. You set up traps in the playing grid, then smash 'em, bash 'em, or spray 'em to get the roaches to run — whether or not they run into the traps, however, remains to be seen. If they make it to your snack, your days as an Urkin Man are over. But if you destroy them all, you advance to the next level. The catch is that you move as if you're on a board game, taking turns and advancing so many squares. But what should add strategy to the game only makes it boring.

The things that save *Stop That Roach* from being hopelessly average are options usually missing from many puzzle games. You can skip around to different levels, so a single frustrating stage doesn't halt your progress. If you're a real cheat, you can also take the easy option and see the order in which you should take moves to win.

A good puzzle game should raise your heartbeat a few thumps as well as keeping your brain in overdrive. Since *Stop That Roach* does neither, exterminate it from the competition. GP



Set your roach trap here, then scare the critters into it.



Surrounded! If you don't quickly set a trap, it's curtains for you — and your food.

THERE'S HELP AT HAND

Ask for help and you get useful instructions and a demonstration.



Look at the box on the right to see the commands you can use.

GAME BOY info	
GENRE	Puzzle
PLAYERS	1
LEVELS	100
DIFFICULTY	Medium
SAVE FEATURE	password every level
MEGS	1

RATINGS

GRAPHICS

6 + They're better than the graphics in most puzzle games.
 + Not a whole lot of difference from screen to screen.

MUSIC & SOUND FX

4 + There's good intro music that gets you pumped up.
 + But for what? There aren't many tunes or effects here.

BELLS & WHISTLES

7 + It's great to choose your levels, and the roach-traps are inventive...
 + ...but upper levels don't give you anything new.

CONTROL

6 + It's not difficult for you to master the roach-critters.
 + But using the different items takes a while to learn.

REPLAY VALUE

4 + The level-select means you can't get stuck in any puzzle.
 + But unfortunately, once you're finished, you're finished.



When it's the roaches' turn to move, you better hope they miss your snack.



You know you've won by the happy revolution you get.

OVERALL

56%

Spar With The Gods,

Not The Game Manual.



Bring your vikinghoop™ by wrestling wild boars and rescuing feisty burmaids.



Innovative "point-and-click"™ interface gives you total character control.



Get into the viking spirit by hack-'n-slashing with giants and gods.

Why spend your time thumbing through stacks of game documentation when you can be thumbing your way through the Dark Ages as a viking godsend?

Thanks to an intuitive game design, you don't need to know how to read the runes on a wizard's staff to indulge in the legend of Heimdall. Pillaging, plundering and battling sword-wielding hordes is as simple as "point-and-click."

Whether you're an RPG-pro or just getting into fantasy games, Heimdall gives you all the rich detail and enduring action of the most popular role-playing titles—without the brainfry.



NEED A GAME TIP?

CALL 1-900-454-4JVC

The each minute. If you're under 18, be sure to get a parent's permission before calling. Requires a hook-line interface. U.S. only. JVC Musical Industries, Inc., Los Angeles, CA 90044.



© 1994 JVC Musical Industries, Inc. All rights reserved. This product attests the highest quality standards of SEGA™. Key games and accessories with this logo to be used only and compatible with the SEGA CD™ interface. © 1994 Sega Game Ltd. Licensed by Victor Company of Japan, Inc. World leader in entertainment. JVC Musical Industries, Inc. Licensed by Sega Corporation, Ltd. for play on the Sega CD™ System. Sega CD is a trademark of Sega Enterprises, Ltd.



Disney's

Publisher: Sega of America • Developer: Virgin Interactive
available May • \$39.99

ALADDIN



Welcome to Agrabah, city of adventure!

Where else can you find palaces and princesses, sultans and swords, magic lamps and a Cave of Wonders? Well — how about in the palm of your hand?

Sega of America gives you all this and more as our favorite scoundrel hits the streets again, ready to cause trouble, provoke soldiers, and steal the heart of the headstrong Princess Jasmine. Aladdin is back — and in rare form. This exceptional cart boasts phenom-



Gods eat to live, gotta steal to eat! That police guard makes sure you maintain a healthy pace during your morning jog.



Karie Ward discovers Aladdin, the world's favorite diamond in the rough, stars in a real gem of a game!

enous sound and graphics! It's almost like "playing" inside the movie! And even if you've been living under a rock and somehow missed Disney's full-length feature, you won't feel left out. The game follows the plot of the film and includes all the humor, romance, and adventure that made you fall in love with it in the first place.

But as they say, it's not what's outside that counts, it's what's inside. So how's the actual game? That's the best part: Aladdin actually does play as good as it looks! The game is fast-paced and action-packed, with a unique combination of game styles. First, test your reflexes on high-speed chase scenes, then — if you survive — put your brain to work on the maze stages. There's something for everyone in Aladdin. GP

A YOUNG MAN'S FAREY...

How do you win the heart of a beautiful princess? Well...



DO YOU TRUST ME??

Make her remember you.



TO THE PALACE!

Transform yourself into a prince.



HOW ARE YOU DOING THAT?

Impress her with your cleverness and quick wit.



Then dig it all with a remarkable single character!

ONLY ONE MAY ENTER!

The Cave of Wonders is filled with treasure and danger! Some tips for survival:

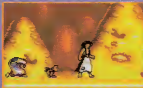
GAME GEAR info

GENRE	action/adventure
PLAYERS	1
LEVELS	7
DIFFICULTY	easy to median
SAVE FEATURE	password
MEGS	7

THE MAGIC LAMP

You know what you're looking for, but how will you ever find it?

Does you locate it, the carpet's your guide.



Touch nothing but the lamp — or your game ends in a hurry.



The carpet helps you scale to you find the collapsing cave.



A disguised Jafar forces you back inside.

A SECOND OPINION

Overall, I agree with Kane, but I'd probably have rated Aladdin a little lower. Though the graphics and sound really are the best I've ever seen for Game Gear, the game is far too short and easy! In order to make this title fun for everyone, multiple skill levels should have been added to increase the challenge for gaming veterans while still letting the kids have a good time.

— Trent



Use the raving slide for tight sequences and quick getaways



Rocks are always handy — especially when you don't have a leg!



You can't always jump over your spikes, so get the "honey feehawk" special move down as soon as possible.



RATINGS

GRAPHICS

- 10** ➔ Exceptionally well done even in comparison with the remarkable Genesis version — which was really remarkable. ➔ Dare I say "perfect"? OK — perfect.

MUSIC & SOUND FX

- 10** ➔ Outstanding! Straight from the film and in remarkable digitized sound. ➔ Alerts and warning FX, crucial for your success, couldn't be better.

BELLS & WHISTLES

- 8** ➔ Follows the flick exactly — it's more an interactive movie than a video game! ➔ What glass? I hope and Abu are missing except for one brief cameo each.

CONTROL

- 9** ➔ Some of the best response I've ever encountered! Virtually as direct... ➔ ...except when you duck to dodge flying objects.

REPLAY VALUE

- 7** ➔ Definitely a game of skill and coordination that you won't want to put down. ➔ The agile gamer who doesn't put it down will win within hours.

OVERALL 94%



Before Super Metroid.



After Super Metroid.



It happens so fast. One minute you're a cute, fuzzy-faced little thing. The next minute you're served up on a platter with a side of mint jelly.

Such is the intensity of new Super Metroid[®] for the Super NES.[®] Six new worlds of wilder weapons, weirder weirdos and those ever-lovable **Life-sucking** Metroid hatchlings. All waiting to turn you into so much **dead meat.**



IF THINGS GET HAZY, USE THE SPEED BOOSTER TO BOTHER ENEMIES, OR SMAG A GRAPPLING BEAR. OR PRAY.

Luckily you're Samus Aran, so you've got more than good looks and a charming personality going for you. Like ice beams. Power bombs. Super missiles. Screw attacks. And other new implements of destruction.



RIDLEY. METROID. THE GIANT LIZARD RAID. AND YOU THOUGHT YOU'D NEVER LOOK FORWARD TO GETTING BEAT UP AFTER SCHOOL.

In fact, with **24 megs** of stuff, it's

not just the biggest Metroid game ever. It's **Nintendo's biggest game ever.**

But don't even think about playing it unless you've got a Super NES. Oh, and it wouldn't hurt to have a little of that mint jelly on hand either.



Joe & Mac 2

Lost in the Tropics

SNES info

GENRE	action/adventure
PLAYERS	1 or 2 cooperative
LEVELS	6
DIFFICULTY	easy to medium
SAVE FEATURE	password any time
MESS	B



Our man Chris Slate has been known to don a grass skirt and whack people and wild animals with his club — all of which makes him perfect to review Joe & Mac 2.

Publisher & Developer:
Data East • now available • \$59.95



Joe and Mac, everyone's favorite cavemen duo, are back for more action! Here's their! More... stuff! One has blue hair, and the other has green! Uh... they have clubs, too!

D!BIG DINOS!!

You square off against an incredibly large dinosaur boss at the end of each level. Look at 'em! They're huge!

Since I played the first Joe & Mac adventure back in Super Nintendo's early days, I admit I wasn't too excited to hear about this sequel. Not that the first game was bad — it was just a fairly ho-hum side-scroller. But *Joe & Mac 2: Lost in the Tropics* throws a little spice into the prehistoric mix, improving the original.

The story is simple: The village crown has been stolen by a cave-dwelling creep named Gork, and it's up to our lovable duo to get it back. They must bash their way through six different areas chock-full of enemy cave-men, dinosaurs, and territorial dangers.

The action scenes are almost identical to the first game, except there's a lot more variety in your enemies and surroundings. For instance, one level takes you from an avalanche-threatening mountainside into a snow-covered cave, then into an ice-slickened tunnel. You end up covering a lot of ground in each level.

New to *Joe & Mac 2* is a non-linear map screen from which the prehistoric pair travel across the island to reach their next action scene. It doesn't factor much in the game, but it's nice to choose the order in which you play the stages. The two villages are another addition. You can't really call them levels unto themselves since they're mostly for fun, but visit them to view the landscape through a telescope, try new food, or even buy flowers for a marriage proposal. Nothing you do in the villages is vital to the game, but it's a great break between bashing dino's.

Action fans will find *Joe & Mac 2* only slightly above average, but it's still good fun. So while you may not want to move it to the top of your "games to buy" list, it's not a bad title for your hack-'n'-bash library. GP



Just take a look at that Stegosaurus! It's pre-saurus, baby!

That Stegosaurus was pretty darn big, but take a gander at this Plesiosaur! He's one really big sucker, amir?



When I first saw that Trigonurus, I said, "Wow! He's a beast!" Then I took a peek at the Plesiosaur and said, "Wow — that made me AWWW!" But using your eye over this T-Rex, I mean, he really is a beast!

VISIT THE LOCALS

Talk to the villagers to add some fun variety to the action levels.



The **passover lady** is the lady who gives you passwords. Completed levels one down when you finish a level or do something weird like remodel your house.



The **share guy** sells you food to restore your health. Sells you to go with "hunger" and he even remodels your house! Can't get that down at Kmart!



The **old dude** isn't good for much. He tells you a few worthless tips before shaking up and just repeating "good luck!" every time you talk to him.



Use the **transport fellow** to fly you back to your home village for free. You even get to ride a cool Pharoactyl on the way! But, you're alive!



The **peepers** lets you look through his telescope. You can spy on Gen's cave, the other village, or — grrrr! — your own home! This guy's been peeping into your butt!



A SECOND OPINION

I agree, Chris. This game doesn't pose much of a challenge, but it has some great touches that make it more interesting than the average side-scrolling action game. But the novelty eventually wears off, leaving you walking from one side of the screen to the other constantly whacking thugs over the head. When these two cowmen eventually learn to talk, I'd be willing to bet that the first thing they ask for is more variety.

— Doug



With the heavenly new map, Joe and Mac can wondrously travel the countryside until they decide on a level. Unfortunately, while traveling you notice there are only six levels — this game is way too short!



You can ride three different animals, but you've gotta lead them first. They're helpful — if you manage to stay on them — but one bit, and they're gone!



The graphics are great, with bright colors and deep shading. Animations are done well, too — from crying dinosaurs to enemy cowmen that run after striking you.

RATINGS

GRAPHICS

8

Colorful scenery and huge bosses really help the game stand out.

Animations are funny, and there's lotsa variety in bad guys.

MUSIC & SOUND FX

5

Tunes could be jazzed up with instruments such as tropical steel drums.

The sound FX aren't bad, but nothing takes advantage of SNES capabilities.

BELLS & WHISTLES

7

You can do quirky things like remodel your house, army, and have a kid.

The non-linear map layout adds to the normal side-scrolling setup.

CONTROL

7

Both cow-guys respond very well and are easy to maneuver.

Moves are laid out well, with top buttons for attack and bottom for jumping.

REPLAY VALUE

5

The game looks great & plays well...

...but it's kinda and very short. You'll come back a few times, but nothing holds your interest after you're won.

OVERALL

69%

MEGA MAN'S SOCCER



Always looking for meaningful sports games, Doug Brumley was intent on seeing exactly how Mega Man was going to save the world simply by winning a soccer match.

You had to wonder why Dr. Wily never showed up for *Mega Man X*. Had he finally thrown in the towel? Of course not — how could he stay away from the protector of all that's good and true for long? Still, his new means of attack is... well, original... to say the least.

At a soccer match between the world's two best teams, fire pelts the field and fans are shrouded in smoke. When the air clears, human players have been replaced with robots! Dr. Light, Mega Man's creator, is watching the action on TV. The good scientist brings to life a group of robots and gives Mega Man the job of defeating Wily's evildoers.

Its cartoonish graphics and lively sound — combined with its arcade-style game play — would seem to make *Mega Man's Soccer* an entertaining pick for younger players. But sluggish movement, tough defenders, and a lack of variety could leave those gamers frustrated and bored, and sports fans will immediately be turned off by its slow pace and simplicity. So while Mega Man may like to play a few sports on the side, he certainly should keep his day job. **GP**



Each team has a limited number of special attacks that turn the ball into a weapon-like projectile and make scoring even easier.



Thanks to these ruthless slide-tackles, you can't dribble the ball far.



Once you find the sweet spot on the field, scoring is just too easy!



THE CAPCOM CUP

Mega Man gets his kicks defeating eight boss teams before facing Dr. Wily's squad.



All Mega Man's old buddies are back to battle him.



Bugs with an all-Mega Man team, but when you defeat a team for the first time, a rival player defects to your team.



These confusing passwords take a while to enter as they do to write down.

You can create your own Mega Man dream team from a wide range of characters for exhibition matches.

SNES info

GENRE	sports/action
PLAYERS	1 or 2 cooperative or VS
LEVELS	not applicable
DIFFICULTY	medium
SAVE FEATURE	passwords in Cup play
MEGS	12

RATINGS

GRAPHICS

- 7** + Colorful backgrounds and cute characters give it a light-hearted attitude.
+ There's a lot of slow-down when several players are on-screen.

MUSIC & SOUND FX

- 6** + A different tune accompanies play at each of the 12 stadiums.
+ FX are action standards — a little too cutesy for a sports game.

BELLS & WHISTLES

- 6** + Four play modes offer you a wide range of choices...
+ ...but only Capcom Cup uses password features, and it's the worst ever!

CONTROL

- 6** + Player movement is sluggish, but characters respond fairly well.
+ You can't switch to the player you want — the game chooses for you.

REPLAY VALUE

- 4** + There are plenty of opportunities for two-player simultaneous play.
+ Once you learn the trick to scoring, those 20-2 blowouts get really odd.

OVERALL

54%

Well into the future,
the world's only hope is
a weapon from the past.



X-KALIBER

20197

As Frank, you defeat all six formidable foes and their alien leaders. It's a one-on-one in two-*y* layer mode.



Frank



Dr. Blast



Kane



Spike



Chameleon



Rayter



Yellie



Jump into the most surreal world imaginable: a future invaded by evil aliens, laser-shooting robots, mad doctors and mutants that maul into nightmarish creatures.

If you hope to save the world—and your captured partner—you'll have to slink your way through six hair-raising levels of constant combat.

Get your hands on edge: X-Kaliber, the legendary sword with incredible powers, hurl deadly lightning bolts from its tip as you fight to the pulsating techno beat of Psykoanik.

Don't let the future pass you by. Get your hands on the cutting-edge excitement of X-Kaliber today.



ACTIVISION

SUPER NINTENDO
ENTERTAINMENT SYSTEM

Play Activision
Play Nintendo boards. All copyright © 1988
Some of all 1988 items available on the best Nintendo
Nintendo in single "Welcome to my World"

Liberty or Death

SNES info

GENRE	strategy
PLAYERS	1 or 2 competitive
LEVELS	not applicable
DIFFICULTY	medium
SAVE FEATURE	battery backup
MEGS	12



Patrick McGee — whose name actually means patriotic — hit the battlefield with this new history-based strategy, but it left him yelling “I surrender.”



THE WAR IS ON!

Decide the fate of the colonies.



You can't fight on empty stomachs — buy food and supplies before entering into battle.

Save your attacks on Boston for later — it's too tough right off the bat.



The British are coming! And you must either defend the colonies or lead the assault against them. Change history or lead the colonists to another victory in *Liberty or Death*, Koei's strategy game set during the American Revolution.

You must plan every step of your campaign: Get the support of your country's political system, then enlist officers and decide their salaries. With your remaining funds, purchase new weapons, recruit troops, then lead them into battle. Do poorly and your troops, officers, even your political backing may walk out on you.

As in other Koei games like *Genghis Khan* and *Nobunaga's Ambition*, commanders and generals are based on real people in history. Since most players in these parts know more about U.S. history than that of Japan or China, *Liberty or Death* appeals more to strategy fans than those titles. But folks not used to the deliberate nature of RPGs and strategy games may revolt when they discover that this requires too much time and work to make too little progress. **GP**



I know not what course others take, but as for me...

RATINGS

GRAPHICS

- 5 → The images are clear and sharp, and the menus are easy to read.
- 4 → Battle scenes are too small and not well detailed.

MUSIC & SOUND FX

- 5 → Music is dramatic, patriotic-sounding stuff, and model fire is realistic.
- 4 → The repetitive beeps distract you from your decision-making.

BELLS & WHISTLES

- 7 → You can represent the British or colonists' side.
- 4 → With so many decisions, it's difficult to get through even one round of play.

CONTROL

- 4 → Most of your work's done through easy-to-use menus.
- 4 → Choosing the correct button is sometimes confusing.

REPLAY VALUE

- 8 → The different variables mean you get a different game every time.
- 4 → It's unfortunate that you can save only one game at a time.

OVERALL

68%



Call on local patriots for help when moving to attack new territories.

IT'S A ROUGH WORLD...



Open MSN search from. Open options down up 00



...DON'T FORGET YOUR TANK.

The world can be a nasty place. You've got to be ready for anything. Pop quizzes. Zits on prom night. Psycho dictators out to wipe you off the face of the Earth with barrages of SCUD missiles, swarms of assault choppers, and hordes of T-72 tanks.

For those out-of-line dictator types, you'll need Absolute Entertainment's best-selling SUPER BATTLETANK series. With **SUPER BATTLETANK 2™** for the Super NES®, you'll feel the incredible 16-MEG rush of shattering an enemy attack with high-speed machine guns and laser-guided shells, and re-live your victories with awesome full-motion video

sequences. Or take the fury of modern armored combat with you wherever you go with **SUPER BATTLETANK™** for Nintendo's Game Boy® and Sega's Game Gear™.

Be ready to deal with the world. Hit the books, wash regularly, and for crazed megalomaniacs and their armies, use SUPER BATTLETANK.

... [SUPER BATTLETANK 2] is an... tank... simulators that couldn't get any closer to the real thing! — Game Hits magazine



 **ABSOLUTE.**



SKATIN'.



HITC



WARNING

DON'T EVEN THINK ABOUT SKITCHIN' FOR REAL. EVEN THE RADDEST BLADER DOESN'T WANT TO END UP AS ROAD KILL. ENJOY A LONG LIFE, DON'T RISK IT.





HIN!



BITCHIN'!



SKITCHIN'!

REMEMBER ROAD RASH?! THE BAD BOYS WHO MADE RASH ARE BACK TO THRASH IN SKITCHIN'!

GRAB YOUR SKATES, STEAL A RIDE ON A CAR BUMPER, AND YER OFF. PICK UP WEAPONS, BASH YOUR OPPONENTS, EARN MONEY, REPLACE YOUR EQUIPMENT, TAKE A JUMP AND PICK A TRICK FOR BONUS CASH. EVEN SKITCH THE COP CARS IF YER FEELIN' LUCKY. SKATIN' & HITSHIN' - SKITCHIN'. IT'S BITCHIN'!



SEGA SKITCHIN' is a total assault on the streets, featuring the greatest action and adventure ever. Best game ever! Skitchin' is a total assault on the streets, featuring the greatest action and adventure ever. Best game ever! Skitchin' is a total assault on the streets, featuring the greatest action and adventure ever. Best game ever!

SEGA SKITCHIN' is a total assault on the streets, featuring the greatest action and adventure ever. Best game ever! Skitchin' is a total assault on the streets, featuring the greatest action and adventure ever. Best game ever!



Mutant League Hockey

Publisher: Electronic Arts • Developer: Abalone • available May • \$49.95



Mutants?! Hockey?! One of those words drew Doug Brumley to this game, but we're all too afraid to ask which it was.

GENESIS info

GENRE	Sports/action
PLAYERS	1-4 w/ 4 Way Play adapter
LEVELS	not applicable
DIFFICULTY	medium
SAVE FEATURE	yes (2 each playoff game)
MESS	16

Those wacky mutants are back, and this time they're bringing their unique and gruesome brand of cutthroat tactics and bizarre humor to hockey. There's always been roughness in the rink, but *Mutant League Hockey* makes the National Hockey League look like a slumber party. New faces join the fray in *Mutant League Hockey*, but there are holdovers from *Mutant League Football* as well, including Coach Bricks, Bones Jackson, and K.T. Slayer.

Three of the 23 teams are comprised of all-stars, while several standard teams are based on popular NHL teams. For example, the Chilly Liars — led by Skingros and Wrechin — are the *Mutant League* counterparts to the NHL's Philadelphia Flyers and team leaders Eric Lindros and Mark Recchi. Each team has its own arena filled with various deadly obstacles and distractions. Rosters contain three types of players — strong,

slow trolls; "agile, but fragile" robots; and fast-and-fearless skeletons. EA's 4 Way Play adapter allows up to four people to join in the melee while playing a single exhibition game or even making a run for the *Mutant League* Monster Cup in the playoffs.

Fans of EA Sport's famous *NHL Hockey* series will find *Mutant League* to be quite a different game — not only because it controls differently, but also because scoring goals isn't always the top priority. Weapons, trick plays, and fights often keep the game's focus more on beating your opponent senseless than beating the goalie with a shot. But if you quickly discover that you can combine the two and beat the goalie senseless, then you've jumped right into the spirit of *Mutant League Hockey*. **GP**



EXTRACURRICULAR ACTIVITIES

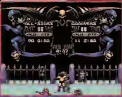
Special moves — Special violence.

That's what sets *MLH* apart from sports sims.



Mutants are known for their short fuses, so when you yell 'in up' for hockey, there's bound to be some extracurricular activity. Take a good look at every punch on a close-up screen.

Is the ref taking bribes? Watch him! Special plays, such as this take the game beyond the realm of sport.



Each player is rated in several different categories; his on-ice performance directly reflects his skill levels.



Score at will by disabling the goalie with a weapon, then shooting the puck past his prone body.

A COLD DAY IN HELL

Those impenetrable ice formations won't have been here again, if it's in the ice you dip into your roster in a hurry.

These dirty dragon girls add new meaning to the term "puck possession."

Dead body parts and skidding have never mixed, so keep your skates clean by avoiding the remains of former teammates and foes.

Stains must really hurt when good connections in get onto this good.

If you don't concentrate on punching during face-offs, you'll lose the puck... and your pride.

Just when you thought it was safe to enter the ice...

A damage meter lets you know how close your players are to perishing.

Why play fair when cheating's so easy? Chances, iceblocks, and other weapons effectively put a dent in your opponent's ranks.



I'm not convinced that the mutant Zamboni actually cleans the ice, but at least it removes the debris.

A SECOND OPINION

Though the graphics and sound aren't the best I've ever seen, *Mutant League Hockey* is just pure fun. The nonstop fighting action keeps you on the edge of your seat, and while it's no *AWL '94*, there's great hockey here, too. Different player types and weapons keep the game from getting repetitious, adding to the already great replay value. If you're looking for a great hockey cart—and don't feel like getting bogged down with silly rules—this is definitely the game for you!



—Trent

RATINGS

GRAPHICS

- 8** + Smooth and detailed animations are often comic and/or gruesome.
 + Despite their big attitudes, the characters are really quite small.

MUSIC & SOUND FX

- 6** + The musical intro and eerie organ music set the tone for this unique game.
 + Sound FX during game play are probably the game's weakest point.

BELLS & WHISTLES

- 8** + Plenty of stinkows, early plays, and game settings add to the experience.
 + Your progress is saved by passwords instead of a battery backup.

CONTROL

- 8** + Solid control makes the nutrats twice as deadly.
 + Pace of the *AWL* hockey series will have to make adjustments.

REPLAY VALUE

- 7** + The variety of teams and 4-1-1 Play compatibility give you lots of ice time.
 + Even killing becomes boring after a certain period of time.

OVERALL

82%

The only real game in town.



RBI BASEBALL, the hottest line of baseball games ever, is coming at you with its latest, greatest season — RBI '94!



- Game play that's *twice as fast* as RBI '93, plus rotoscoped animation for incredibly lifelike movement of runners, batters and the pitcher!



- On-screen baseball card-style player pictures with their '93 stats.



- MLBPA licensed, which means over 800 real players from 28 real teams.



- More and higher quality music, voices and sounds — featuring audio play assist by Jack Buck.



- Uses the real '94 baseball schedule for a full 162-game season, playoffs and world championship.



- Showcases the new East-Central-West division structure starting this year.

It's not real unless it's RBI '94.



TENGEN

675 Sycamore Drive, Milpitas, CA 95035 (408) 473-0400

RBI™ TM & ©1993 Alton Games. Licensed to Tengen, Inc. All rights reserved. Sega and Genesis are trademarks of Sega Enterprises, Ltd. All rights reserved. ©1993 NFL, Official Game of Major League Football Players Association.

*Play with real sports stars.
See their pictures and stats on-screen.*



MLB™ '94 BASEBALL



DARREN LEWIS



BARRY BONDS

The official MLB™ video game for the SEGA™ Saturn™. This product does not have a rating by the ESRB. For more information, visit us at www.sega.com. ©1994 Sega of America, Inc.



THIS IS THE ONE RAT RACE YOU MIGHT JUST WIN.



Now available for the 3DO

system, **SEWER SHARK** for

the best attraction,

SEWER SHARK

high-powered, non-stop video

action on the market.



SEWER SHARK
was created and
produced at
Virgin
Interactive, Inc.
and is published
by Virgin, Inc.
on a digital
platform. This
will only be
available from
Virgin Interactive
and other
authorized
retailers. See
your local
Virgin Interactive
store for more
information.
SEWER SHARK
is a registered
trademark of
Virgin Interactive
and other
authorized
retailers. See
your local
Virgin Interactive
store for more
information.
SEWER SHARK
is a registered
trademark of
Virgin Interactive
and other
authorized
retailers. See
your local
Virgin Interactive
store for more
information.

VITALE SILENCED 'TIL FALL

You either love him or you hate him, but you'll have to wait to see what you think of his game. Teenage reporter and Dick Vitale's "Awesome Baby" basketball won't see any playing time until this fall. The shake-up at Atari's original developer, Parker Place, forced Teenage to bring the product to-house and delayed its release by almost a year.

ACASSI GETS MAKEOVER

After a week effort with Acche Apachi Tennis for Genesis a couple of years ago, Technique went back to the drawing board for a new SNES version. Superior graphics control, and game play put this 4-way out to ahead of its predecessor. And the unique skins feature—in which a lot of money doubles each time the ball crosses the net, returns to soothe the money-grubbing beast inside everyone.



GP sports

Game Players

Doug Brunley, Editor

TEE OFF ON YOUR SEGA SYSTEMS!

Rise and shine, linksters. Miles and miles of uncrowded fairways. The chance to match your skill against the best golfers in the world. It can mean only one thing — new golf sims! So when you can't get a tee time, or the weather just won't cooperate, these games let you shove strokes off your game without leaving the clubhouse. And you never lose a ball.

GENESIS info

PUBLISHER	Electronic Arts
DEVELOPER	Polygames
SUGG. RETAIL	\$59.95
RELEASE DATE	now available

Try really hard and you can smell the grass and feel the breeze when you play *PGA European Tour*. Well, maybe not, but EA's new links sim offers very realistic golf in the line of the first two *PGA Tour* games. It's even accurate down to the frustration you experience when you play poorly.

Fans of EA's earlier clubhouse cartridges will find this one structured much the same, but, as the name indicates, a change of setting offers a whole new challenge. Even the seasoned veterans will feel the demands of five European courses and their respective tournaments. Ten European pros — the likes of Seve Ballesteros and Bernhard Langer — and 50 new roster players try to keep you off the leaderboard. After all,



Great controls make the swing — including draws and fades — as easy as a two-lick putt. You may even want to play through a whole 72-hole tournament.

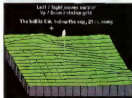
this is for cold, hard cash (in pounds of course, the Scots did invent the game, after all).

But if you're not ready to take on the heavy hitters, there's still plenty of opportunity to get out on the links. Brush up with a practice round, play a home version of the *Skins* game, challenge up to seven friends in a match-play elimination tournament, or pit up to four players in a three-hole sudden-death shootout. Compatibility with EA's 4 Way Play insures your foursome's never again denied a tee time, no matter how much you annoy the other country-club members.

Solid controls, clean graphics, and dead-on sound effects make your round enjoyable... unless your golf game determines otherwise. Eventually, though, the shots all start to look the same no matter what hole you're on. Less patient gamers may not want to make their way through a full 72-hole tournament. If you have enough patience however to play golf — or watch it — you should thoroughly enjoy this one.

AIKMAN GRIDIRON SIM ON THE HORIZON

As if *Troy Aikman's Gridiron* had enough going for him as quarterback of the first-time defending Super Bowl champion Dallas Cowboys! Now he's added a deal with Tradewest for his own video game. Troy Aikman NFL Football, available in the fall, will let Genesis, SNES, and Jaguar players do everything from negotiating players' salaries to deciding which jerseys, teams, and stadiums.



As in earlier EA Sports' golf games, a topographical map of the green lets you get a good read on all the breaks

RATINGS

OVERALL GRADES

7 9

SOUND WHISTLES VALUE

7 9 9

OVERALL 88%

A QUADRUPLE PLAY IN BASEBALL?

My word from Hudson Soft is that the company is working on a four-player MLBPA card for SNES that's compatible with existing Soft's Super Baseball. Sorry — no news or firm release date yet (though we hear July). Watch GP Sports for an update.

HAVE GAME, WILL TRAVEL

With summer just around the corner, you may find yourself spending less time inside playing video games and more time enjoying the weather. But thanks to Game Gear and Game Boy, you can do both at the same time! Why let those thumb muscles go to mush? Grab one of these new games and head for that tall oak on a warm, breezy summer day.

Jimmy Connors' Tennis

GAME BOY info	
PUBLISHER	Ubi Soft
DEVELOPER	MMS Software
SUGG. RETAIL	\$34.95
RELEASE DATE	May

Few athletes excite a crowd like former tennis star Jimmy Connors, whose on-court antics and showmanship made him a fan favorite. Even in his last year of professional competition, "Jimbo" was teaching athletes half his age a thing or two. Now he's got his own Game Boy sim, which lets you travel the world matching your talent against stiff competition while hoping for fame and fortune.

World tour play takes you to 16 international venues.

Poor artificial intelligence makes the computer easy to defeat once you master a few cross-court shots.

including Grand Slam events such as the Australian Open and Wimbledon. Remarkably, however, each venue looks exactly the same. Hmum.

Jimmy Connors gives you a wide variety of options such as difficulty level and the number of sets (one to three) that make up a match. And if you want to brush up your backhand before taking on the big boys, you can practice at any of the 16 locations with a tennis-ball launcher and 100, 200, or 300 practice balls. A password feature lets you resume play without losing valuable dough. And if you've got a video-link cable, you can compete against a friend.

Although it won't floor you with its graphics or sound effects, *Jimmy Connors'* game play is fun. You lob with one button and handle forehands and backhands with the other. You can also try an overhand slam when your opponent

attempts to lob the ball over your head. You direct the ball by pushing in a certain direction on the directional pad in conjunction with a swing. Player movement is a bit slow and choppy, but the characters effectively get from point A to point B to make a shot.

RATINGS		
GRAPHICS	SOUND	CONTROL
6	8	8
HITTING SOUND	BALL'S WHISTLE	REPLAY VALUE
6	7	6
OVERALL		
65%		



World Series Baseball

GAME GEAR info

PUBLISHED	Sega of America
DEVELOPER	Sega of Japan
SUGG. RETAIL	\$37.99
RELEASE DATE	now available

sim. But quick reactions are a must if you hope to grab the peanut for your team.

Although the controls respond better than average, they're still the game's weakest point. Computer fielders automatically catch fly balls, but chasing down liners in the outfield takes some work. It can also be a challenge to throw to the correct base, and the buttons often don't respond quickly enough to allow you to turn a double play.

Game modes include exhi-



It doesn't have the same batter's-eye view as the Genesis game, but that sure doesn't eliminate any excitement!



Fielding takes practice, but diving and leaping catches can help you get out of a jam.

bition games, 32-, 84-, 123-, 162-game pennant races (seasons), and two-player competitive games (by linking two Game Gears). You can also create two "dream teams" by picking players from the rosters of all 28 MLB teams. You can substitute batters and pitchers at will during the action, basing your decisions on a thorough list of stats. And don't worry about entering lengthy passwords — your progress is automatically saved.

World Series Baseball won't please the realist in you, but you'd be hard-pressed to find a portable arcade-style sports game that's more fun. So if you're looking for a nitewinning fix to go, pick it up!

RATINGS		
GRAPHICS	SOUND	CONTROL
8	7	7
HITTING SOUND	BALL'S WHISTLE	REPLAY VALUE
8	8	6
OVERALL		
86%		

Pebble Beach Golf Links

GENESIS info

PUBLISHER	Sega of America
DEVELOPER	T&E Soft
SUGG. RETAIL	\$54.99
RELEASE DATE	now available

Sega Sports' latest trip to the golf course, *Pebble Beach Golf Classic*, looks graphically similar to *PGA European Tour*, but the likeness ends there. While there's a wide variety of options such as Skins Match and tournament play from which to choose, you can play on only one course, Pebble

Beach in California.

The game keeps a record of each round, then shows you extensive stats that let you see how you're progressing.

But for a game in which accuracy can mean the difference between a short putt and spot in the bottom of a lake, *Pebble Beach's* control just doesn't deliver. With so many different indicators and diagrams to analyze and adjust, you might begin to think you're piloting a jet airplane rather than hitting a little white ball.

Each club has a maximum distance, and a power meter less you drive the ball up to 100 percent of that distance. This works fine when you're going

The average player may be overwhelmed by the wide array of controls. And pros may find it difficult to achieve good results with them.



The average player may be overwhelmed by the wide array of controls.

for big yardage, but when you get close to the pin, your short-cut club is a sand wedge that maxes out at 90 yards. So when you're only about ten yards from the hole, you've got to eyeball the meter and try to decide what percentage equals that ten yards.

The meter's circular shape doesn't help matters — it's more difficult to use than a straight bar meter, so often when you think you've nailed the distance, the ball goes further or falls shorter than you expected — a lesson in object

frustration.

If you're looking for a round of golf and don't care whether or not your game sets high-score records, give *Pebble Beach* a try. But those of you who hate golf because you end up chasing a little white ball all over the course certainly won't want to do the same in a video game.

RATINGS



PGA Tour Golf

GAME GEAR info

PUBLISHER	Tengen
DEVELOPER	Staring Silver
SUGG. RETAIL	\$39.95
RELEASE DATE	now available

So you're stuck behind the slowest foursome you've ever seen, and they refuse to let you play through. What's there to do while you patiently wait in your golf cart? If you're the owner of a Game Gear, you can get in a few extra holes with *PGA Tour Golf* from Tengen.

This golf sim puts four challenging courses into your hands and pits you against the top names on the PGA Tour in one-round tournament play and practice rounds for up to four people. Yet despite its relative-

ly good graphics, the game suffers from poor game play. Thanks to a horizontal power meter, hitting each shot is easy enough. But once the ball leaves your club, you can never be quite sure exactly how far it's going to go. For example, you're 50 yards from the pin so you use a pitching wedge with a maximum distance of 80 yards. You stop the power meter at about 75 percent, which should more than put the ball on the green. Yet it goes



PGA Tour Golf is based on EA's design, but it unfortunately doesn't play as well as its Game Gear predecessors.

about 35 yards and then plops down in a nearby bunker instead. Argh?

And if the game's distance inaccuracies aren't enough to make you want to pick up your clubs and go home, try hitting the ball over a tree standing in your way. No matter how much distance there seems to be between the top of the tree and your ball, you hear a thud, and the ball drops from mid-air as if it hit plexiglas wall.

If you can learn to compensate for the shortcomings in



An aerial map gives you a clear look at the big picture between shots.

PGA Tour Golf then you might just be able to squeeze in an enjoyable trip to the links anytime and anywhere without coughing up the exorbitant green fees.

RATINGS



Bill Walsh College Football

EA'S SNES CROSSOVERS CONTINUE

The sports department over at Electronic Arts got its reputation from its Genesis sports simulations. When EA Sports' originality began spreading to the SNES market as well, these games didn't have the same feel as their Genesis counterparts. More recently, however, the EA Sports' SNES titles have been closing the gap — a fact that should put a smile on any SNES sports fan's face. Here are two more popular Genesis games ready to make their mark on the rival system.

SNES info

PUBLISHER:	Electronic Arts
DEVELOPER:	High Score Prod.
SUGG. RETAIL:	\$59.95
RELEASE DATE:	now available

When the Genesis Madden games began moving to SNES, you knew *Bill Walsh College Football* wouldn't be far behind. Walsh captures the spirit and excitement of college football like no other, so it's only fair that EA's loving SNES owners have a piece of the action.

Madden's designers did their homework when creating *Bill Walsh*, including rules such as the two-point conversion and the 24-second play clock as well as a whole new selection of plays exclusive to the college game. And if it's teams you want, it's teams you get — 24 top college

You can check out the replay from any number of angles thanks to the smooth 360-degree Mode 7 rotation.

teams of recent years and another two dozen from the past 20 years. However, since the cart isn't affiliated with the NCAA, instead of Notre Dame you get a squad from South Bend, the team's hometown. Each team is composed of individually rated players indicated by number instead of name, again because of the lack of a license.

The action is fast and furious, and the short college play clock keeps things moving. The players, who move quickly and smoothly, also control very well — a crucial factor given the speed with which you must react to make or break a play. But the players are so small that they're almost indistinguishable in groups. This leads to some confusion and control problems, especially when a group of receivers and defenders goes for a reception or when you're running the ball up the middle through an amoeba-like pack of players.

One feature, though, that gives the SNES *Bill Walsh* the edge over the Genesis version is its use of Mode 7 technology. When an interception is made or a fumble recovered by

the defense, the screen rotates 180 degrees so you're always moving up the screen. The smooth rotation also comes in handy during instant replays, where the L or R button allows you to swing the camera angle around for unlimited views of the action.

So why wait for fall and the kickoff of another college-football season? *Bill Walsh College Football* makes you feel like you're on campus... without all those boring classes to attend.



FIFA International Soccer

SNES info

PUBLISHER:	Electronic Arts
DEVELOPER:	Extended Play
SUGG. RETAIL:	\$59.95
RELEASE DATE:	June

Soccer fans have been inundated with sims hitting shelves in preparation for the World Cup. EA Sports' *FIFA International Soccer* set the standard on Genesis, and now it's ready to make the jump to SNES.

The new *FIFA* isn't an exact transfer of the Genesis version — there are both negative and positive variations from the original. For example,

the graphics, sound effects, and music are weaker, but control is aided by a power meter and the L and R buttons, which make getting afeet on the ball a breeze. There are no scouting reports, but the game selects a "Man of the Match" at the end of each contest.

The realistic and action-packed game play, which pro-



The power bar in the SNES version lets you know just how much mustard you're putting on your kicks.

vided the Genesis version's solid foundation, has essentially remained unchanged. The only noticeable differences are that the SNES goalsies aren't as good at keeping the ball out of the net, and dribbling through the defense is much tougher and requires more passing skill. A give-and-go button has been added, but it turns out to be impractical most of the time.

FIFA's three-quarter overhead perspective and the 45-degree angle of the field give you a superb look at the action. You're automatically given the opportunity to scan the field for open defenders on corner kicks and throw-ins, and can place the cursor on the spot you want to deliver the ball. The chants and graphics aren't as dynamic

as on Genesis, but all in all *FIFA* easily jumps to the head of the SNES soccer class.



EVERYTHING ELSE IS JUST PRACTICE.

INTRODUCING ESPN BASEBALL TONIGHT.

ESPN Baseball Tonight, the video game, has arrived, and it blows the other games right off the field. We started by filming real baseball players. Then we digitized them. The resulting animation is smoother than a well-oiled mitt. With unprecedented batter control, super responsive "touch," and Chris Berman in the booth, this is the most realistic baseball simulation ever.

So if you've been playing those other baseball games, put them away. You've had enough practice. (Now available for Sega Genesis. Coming soon for Super Nintendo and Sega CD.)



Actual players filmed against blue screen for the most fluid player movement ever.



Unheard of bat control. Normal, high and low swings.



Chris Berman reports "live" from SportsCenter and Dan Patrick calls the play-by-play.



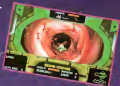
Holy Sphin



Hang on. Tight.
You're about to enter the dark and foreboding world of Microcosm. Super-realistic, computer generated graphics inject

you into the body of Cybertech's president, Tiron Korsby. Your mission: to find and eliminate a deadly and elusive brain manipulation droid.

Experience a whole new realm of adventure gaming as CD ROM-based interactive cinema effects transport you inside the heart-stopping action.





cter!



Available
for Sega CD,
PC CD RDM,
and 3DD
at your local
retailer.

Over 500 megabytes of brilliant SGI graphics and an original sound track by Rick Wakeman, formerly of YES, crank up the intensity to levels you've never before encountered.

Step into the latest high-tech micro-submersibles and pilot your way to the edge of your imagination. But don't forget to pack an extra pair of shorts.



Synopsis
675 Massachusetts Avenue
Cambridge, MA 02139
(617) 497-7796

reader survey

So what do
YOU
THINK?

We need your help! We know you like *Game Players* (otherwise you wouldn't be holding it now), but we think you can help us improve it. Fill out this survey, toss it into an envelope, and address it to: Reader Survey; *Game Players*; 300-A South Westgate Drive; Greensboro, NC 27407

WANTED: YOUR
HONEST OPINION

We've got a FireStick controller and 16 other prizes kicking around the office, and we're offering them up for grabs in return for your honest opinions of *Game Players*. Fill out the questionnaire shown below, cut it out of the magazine, (or photocopy it), and address it to us at: Reader Survey; *Game Players*; 300-A South Westgate Drive; Greensboro, NC 27407.

We'll throw the cables into a hat and pick out 20 winners on Friday, July 1st. We'll let you know the results — and the improvements we have in mind — in a future issue.

1. What system(s) do you own?

- a) SNES b) Genesis
c) NES d) Sega CD
e) Game Boy f) Game Gear
g) Others (please specify)

2. Which of these systems would you consider buying in the future?

- a) Saturn b) Project Reality
c) SDD d) Atari's Jaguar
e) Neo-Geo f) Sony's PS-X
g) Philip's CDI h) PC
i) Others (please specify)

3. Please list and rate out of ten the other magazines you read:

- a) *Game Players*/10
b)/10
c)/10
d)/10
e)/10

4. How many other people read your copy of *Game Players*?

5. Indicate whether you want to see more or less of the following sections...

	More	Same	Less
a) InfoTrak	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
b) Readers' Network	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
c) Ahead of the Game	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
d) Reviews	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
e) GP Sports	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
f) GP 27407 (read)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
g) Codebreakers	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
h) Strategy Guides	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
i) Now Playing	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
j) Advertisements	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

6. How many games have you bought in the last six months?

7. What features would you like to see:

8. What sex are you?

- a) Male b) Female

9. How old are you?

- a) Under 10 d) 18-21
b) 10-13 e) 22-29
c) 14-17 f) 30 and over

10. What's your address:

(If you don't want to give your full address, please just write the state that you come from)

11. What comments do you have regarding *Game Players*. What improvements can we make? What do you hate? What do you want to change? The team reads every one of these, so put down what you really think.

(Use a separate sheet if you need it)

The Ultimate Blast-Fest!

GRIND STORMER™

Grind Stormer took the arcades by storm. Now, it's going to blow you away on your Genesis!

Fly a powerful spaceship against endless waves of alien tanks and ships. Blast everything in sight as you battle your way through action-packed levels of ever more deadly enemies.

This arcade smash hit features incredible multi-layer scrolling backgrounds, spectacular graphics, animation and sounds. In other words, it's a mind-blowing adrenaline rush of totally addicting fun!



**GENESIS
TENGEN**

675 Sycamore Drive, Milpitas, CA 95035
(408) 473-9100



It's so fast that it's your own personal "Blitzkrieg" - and it's so addictive that you'll be hooked on it for hours. It's the only game you'll ever need to be sure that they are compatible with the Sega™ Genesis™ System.



TECH TALK

THE FMV CARD

The Hype: Full-Motion Video (FMV) is coming to a Panasonic 300 system near you. Panasonic's new FMV card plugs right into the slot of its FZ-1 system, allowing up to 74 (not 73 and not 75) minutes of VHS-quality video and digital CD audio. The FMV card, called the FZ-FV1 video adapter, retails for \$249.95.



Panasonic's FMV card — overpriced and overrated.

Lab Results: Yes, FMV is the real deal, but at \$250, who's willing to buy a VCR that doesn't record or play rentals?

GP Rating: 30%

THE J-CART

The Hype: From the creative minds behind the Game Boy comes a different approach to multi-player gaming. The J-Cart is just like a regular GameBoy cartridge except it has two joystick ports built in so additional players can compete. Games such as Codemasters' *Tennis All-Stars* and *Micro Machines 2* will use the technology. Prices for the cartridges still depend on meg size, but they should retail for about \$50.

Lab Results: Not a bad idea, but it will be interesting to see if the latest piece of British technology catches the on this side of the pond.

Codemasters' 5-bit *Aladdin* deck-a-bance, if you remember, never took off.



No additional wires or adapters needed — multi-play technology packaged in a handy little cartridge.

GP Rating: 75%

Vince Matthews takes a look at the wonderful world of polygons, then heads into the lab to test some neat gaming gadgets you just gotta have!

Polygons, Polygons. All the World Loves Polygons



The development side of GameWare — some interfaces and easy-to-understand rendering techniques.

They now industry know-it-alls and toggle the mind of the mathematically mept. They're polygons, and in the saturated gaming sea, they look like the only things saving the world from generic side-scrolling action-adventures.

Polygon-based modeling systems allow game companies to create more lifelike experiences, even if the graphics are less realistic. The rapid-redraw and fluid movements that designers are able to get with polygons are what make arcade experiences such as *Star*



This *Street Fighter*-like GameWare demo debuted during the Winter Consumer Electronics Show.



This isn't a Project Reality game — Nintendo hasn't come that far yet, but here's another beautiful Silicon Graphics demo.

Asterix's Aster? Certainly was made possible by the incredible advances of Silicon and the Internet.



Star Wars: The Force Unleashed is Nintendo's second Super FX chip game. It plays OK, but how about adding some realism?



Fox, Out of This World, Virtua Fighter and Daytona possible.

At the forefront of the polygon-design craze is a program called GameWare, developed by Wavefront, a California firm. GameWare software designed for Silicon Graphics workstations (other Wavefront systems were used to create graphics in movies such as *The Lawnmower Man* and *Beauty and the Beast*) allows programmers easily to model, move, and animate three-dimensional characters and backgrounds. Take a gander at these names: *Acclaim*, *Argonaut*, *Capcom*, *Electronic Arts*, *Naesco*, *Qosia*, *Probe*, *Sega of America*, *Spectrum HoloByte*, *Taito*, and *U.S. Gold*. These are only some of the software companies currently using GameWare. **GP**

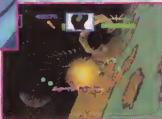


Naesco's *Ridge Racer*, already in arcades, will be one of the first titles to appear on Sony's PS-X.



Sega-bits went back into the lab to bring Saturn's rendering abilities up to Sony PS-X standards. Its current specs? How about 100,000 polygons a second?

3DF's *Total Eclipse* is a texture-mapped, polygon powerhouse.



Daytime is Sega's answer to *Ridge Racer*. It should be one of the first Saturn games released.



Abit's *Cyberworld* for the Jaguar is a 64-bit polygon powerhouse. Also look for Checkered Flag II for polygon races.

THE KNEEBOARD

The Hyper: Can't get a good grip on your joystick? No problem with Mailard's Kneeboard. Strap this plastic board to your knee, then attach the joystick to its surface with Velcro strips. Now you're aiming! The Kneeboard retails for \$8.95 (contact 916/483-7085).



Lab Results: OK — it's a piece of plastic with a Velcro strap, but it really does work. However, it's better suited for PC users than pad-fappy video gamers.

GP Rating: 60%
Do you want a Kneeboard?

ROCKFIRE IR-5

The Hyper: Billed as "the ultimate in cordless gaming action," Q Fire's Rockfire IR-5 allows full-range game control up to seven feet away. Adaptable for lefties and righties, the SMES controller features "super-sensitive" fire and turbo buttons. The regular Rockfire retails for \$99.95, and the dual versions sells for \$69.95 — both are now available.

Lab Results: Some actual thought has gone into the design of this controller, but while it's probably the most accurate and comfortable infrared remote we've tested, it's distinctly overpriced.

GP Rating: 65%



The Rockfire IR-5. The ultimate? We think not.

TWIN TURBO

The Hyper: You need never buy another battery! With Naie's Turbo Twins, your Game Gear's charged and ready whenever you are. Turbo Twins snaps right into the Game Gear's battery compartment and is charged with a power adapter (one's included with the package). Once it's charged, you can play up to six hours — and you can even play while the unit is charging! Turbo Twins retails for \$34.95; a separate adapter plugs into the cigarette lighter of your car, allowing in-car gaming.

Lab Results: It works great, and just pop in Turbo Twins and charge up your gaming. It's even shaped to fit comfortably in your hand. On the downside, it makes the Game Gear bulky — not quite so portable anymore, is it?

GP Rating: 82%



Just pop in Turbo Twins and charge up your gaming.

Game players

HotShot Contest!

Featuring

**Sports Illustrated For Kids:
The Ultimate Triple Dare!
for Game Boy**

Take The Dare!

5 FIRST PRIZES

*Sports Illustrated For Kids: The
Ultimate Triple Dare! for Game Boy*

15 SECOND PRIZES

Official Game Player's T-Shirt

15 THIRD PRIZES

*Game Player's Encyclopedia
of Nintendo Games!*



Game players **HOTSHOT CONTEST!**

Name _____ Age _____

Address _____

City _____ State _____ Zip _____

Telephone (____) _____

Fill in the coupon and mail to:
Game Player's HOTSHOT CONTEST!
P.O. Box 29364, Greensboro, NC 27429.

All entries must be received by JUNE 15, 1994.

© 1994 TIME INC. ALL RIGHTS RESERVED. SPORTS ILLUSTRATED FOR KIDS IS A REGISTERED
TRADEMARK OF TIME INC. USED WITH PERMISSION OF TIME INC. ©1994 TIME INC. NINTENDO GAME
BOY AND THE OFFICIAL DUAL AND REGISTERED TRADEMARKS OF NINTENDO OF AMERICA, INC.
No purchase necessary. One entry per person. Void where prohibited. Mail the coupon above in state your name, address,
city and telephone number on a 3 x 5" piece of paper to the address above.



Let Jeff Lundrigan uncover for you the mysteries of life... or at least the mysteries in your favorite games.



Lots of odd mysteries to track down this month. In fact, thanks to games such as *Mortal Kombat*, in which a lot of cool things are deliberately buried, about one-third of the letters I got these days are from people who want to know about hidden stuff — or at least stuff they think is

hidden. I'm amazed at how observant and creative a lot of you are, and many of the designers I've talked to lately think the same. They're stunned to find out how deep into a game the players get, often putting things together the designers themselves hadn't thought of. Even if a lot of these mysteries don't amount to anything, keep looking — this is what gaming's supposed to be all about!

— Jeff

a blue streak that keeps on killing me. Can you tell me what's the easiest way to kill both monsters?

Andrew Isaacson
Murray, NE

If you've reached the Blue Spike and Gorgon Bull, you've gained *Sybil's* magic by now. The girl has an Analyzer spell, and if you use this on an

enemy, it tells you exactly what kind of magic the enemy casts.

In this case, use *Earth Slide* or *Blue Spike* and *Thunderbolt* on the Gorgon Bull. Cast a second spell almost before the first one finishes, so keep up a barrage of magic and don't let up for an instant.

Secret of Mana

SNES/Square Soft

I've been playing *Secret of Mana*, and no matter how hard I try, I just can't get past the palace on the emperor's Gold Isle because a blue tiger and



Use the girl's Analyzer spell on any enemy — especially bosses.



Next, fire off whatever attack spells the creature fears. You usually need to use the sprite.

LUCKY'S LITTLE HELPERS

We don't do all the work ourselves. Here's what some of you lot discovered...

The Legend of Zelda: Link's Awakening

From: Boy/Nintendo of America
The Legend of Zelda that can be accessed using these different techniques:

• **Orbitals access anywhere:** To warp see screen in any direction, just go to the edge of the screen and push in the direction you're facing; then hit Select a split-second later. You reappear in the same place, but you're on the east

screen. Use this technique to access places you ordinarily need a curtain drum to reach.

• **Wall technique:** Go up or down any staircase in any dungeon to a side-scrolling tunnel area. When you move from one screen to the next, hit Select. Saves your game first — it's easy to do this incorrectly and teleport into a wall. After warping, continue to hold the directional pad in the direction you're facing. When you scroll to the next screen, you fall wherever

the tunnel comes out, but you're in a solid world where everything is messed up. The walls look normal, but act like they're made of water, and the enemies are invincible, too. Walk up any staircase to make the level normal again.

Jeff Schultz
Santa Anna, CA

Believe it or not, this all works — although they seem more like program glitches than deliberate codes. Also, Jeff fails to mention that when you're using the first

technique and there's something solid in the spot to which you're warping (like a bush, wall, or rock), you're stuck inside and must re-start the game. Be careful!

After Burner III

Sega CD/Sega of America

I've been playing *After Burner III*, and I found out that if you fly the highest that your plane can go and then turn diagonally, you can't get hit by the other planes' missiles.

There are two drawbacks.

When it says "Wing Repair," watch out for the plane that can shoot at you. And when you're flying diagonally, look out for the red "decoys" that follow your plane. Shake them by moving left and right, but watch out for missiles.

I've won the game using this trick on Expert difficulty.

Derek Blund
Hemlock, TN



You can get through walls if you hit Select just before you begin to scroll to the next screen.



When you walk the map screen that appears, you zip to the east area on the opposite side of the screen.



Watch out, though — if Link had been one screen to the left or right, he'd be stuck in the water!



To defeat the last boss in *Lethal Enforcers*, first, destroy the rocket pods one wing at a time. All the rockets wind up coming from one direction.



Next, shoot the chain gun and pilot — watch for him to start shooting, then blast him!

Lethal Enforcers

Sega CD and Genesis/Konami

I need help! I'm stuck on the last boss of *Lethal Enforcers*. What should I do?

Paul Stovon
Bobot, CA

I wish there were some magic way — you know, shoot the antenna and yet, "By the power

For this to work, you must make sure you're in the Back View mode, instead of the Cockpit.

Otherwise, this is a very neat trick — although after you've been through about ten levels or so, you find that you can get hit by enemy robots. In fact, you can get killed by them... so my mission if you're not careful. Even so, it makes getting through those last ten levels a breeze and lets you concentrate on surviving the last few — you know, the real tough ones.



P.T.O.: Pacific Theatre of Operations

Genesis/Konami

I've come up with a neat trick for *Koal's P.T.O.* You have the chance to perform Total Repairs or Modify Rockets throughout the game. This usually takes at least one month — an eternity of game time. I've discovered that if you select Total Repairs or Modify Rockets when there are three days or less left in the month, the repairs are completed by month's end. Repairs ordered on December 28th, for

example, are finished by January 1st! This trick reduces by one month repairs that take two or more months to complete.

Jonathan
Goblar
Fl. Myers, FL

of apoon-tee-ah-ah-ah!" and it would just go down in flames. But if never works that way.

First, shoot the rocket pods beneath each wing. Of course, you must constantly shoot the rockets as well, and the pods each take about a dozen shots to destroy. But if you destroy all of them on one wing, then move to the other, it makes the job easier.

Next, alternate shooting the chain gun on the belly with the pilot. If you time it correctly, the pilot won't hit you — shoot, wait, shoot, then wait again. Watch for him to pull his gun. The chain gun takes a dozen shots, and the pilot takes a lot more than that.

Vegas Stakes

SNES/Nintendo

After building up and saving all my current winnings, I've won a cool million in *Vegas Stakes*. However, I still can't get into *Laurel Palace*. How much more money do I need before they give me an invitation? You know,

Game Genie?

I found something weird in the Game Gear *Game Genie*. I press zero, then cruise them repeatedly until the comes on-screen "Washing, washing on the line, who's the farrest of the line? Busy whiteness!" or "You've found the easy secret, now find the hard ones." What does this mean?

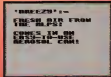
Josh Boaz
Humboldt, TX

Well, not, it turns out that the Game Boy and Game Gear models of *Game Genie* have "Easter egg" codes — ones that make the Genie do something odd, such as the messages you received. By repeatedly entering and cranking numbers, you were hitting the 1 and 2 buttons over and over, and accidentally entered a code. Other codes exist, and at the risk of angering my old buddy, Chris "Codemaster" Stone, here are a few more to try, this time for Game Boy.

Up, Down, Left, Right
B, A, Left, Right, Select
Up, Up, A, B, A, Down, Down
Right, Up, Down, Up, Left, Up, Down, Up
B, A, B, Right, Left, Down, Up
A, A, A, A, B, B, B, Start
Right, Left, Right, Left, Down, Down, Up, Up
A, B, A, B, B, A, A, Select
A, Left, Left, A, B, Right, Right, B



At the code screen, by pressing A, A, A, A, B, B, B, Start.



Voilà! A secret message!

Am beginning to think my game is defective!

Mike Klein
Yucalpa, CA

That's an impressive load of cash, but the game's probably not defective. It takes only \$100,000 to get an invitation to the *Laurel Palace*, but you can get it only during a one-player game. Chances are that you started a two-player game, either by mistake or with a second player who later quit, and so you're stuck out forever. Try starting again — back to the crap tables, churn — and make sure you're in one-player Adventure mode.

Lunar: The Silver Star

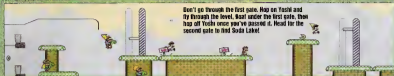
Sega CD/Working Designs

I've played *Lunar* for weeks now and have beaten it. When I finished the game, I watched the end credits until I suddenly heard a woman say, "Oops, too long!" What does this mean, and how did it get there?

Stephan Swan
Oceanside, NY

A number of readers asked about this. There's a wild rumor flying around that if you finish the game faster, you get a better ending — yeah, right, like maybe you get to fight Emma!

Actually, it's an outtake from the *Lunar* dubbing session. The actress providing the voice was trying to remember — to match her dialogue with the character's lip movements — but went over-time and finished by saying, "Oops, too long," meaning she blew it. *The Gods at Working*



Designs thought it would be fun to leave it in as a joke. Another mystery begs the quest?

everything, but nothing works. Please help me figure this out.

Elizabeth Marchese
Gush KX, PA

under the gate, then come up again. There's a second gate just beyond it.

Super Mario World

SNES/Nintendo of America

I've had a SNES for two years. Since then I've been trying to find the key in the Cheese Bridge. I've had us to 56 men or more, and I've tried

Enough already! The Cheese Bridge questions have reached critical mass! The trick to the secret exit isn't finding a key. Check this. As you approach the gate at the end of the stage, fly

Disney's Aladdin

Genesis/Sega of America

Those Disney symbols in Aladdin have a friend and are going around in circles. First of all, what do we do with Sebastian? My friend found a dog with a key that he thinks opens Sebastian's shackles. We also found a leg of meat which he thinks we give to the dog to make him let go of the key — but we can't figure out how to get the meat. Is my friend's lunch correct?

And all these skeletons wearing Mickey Mouse ears (the suiton must really hate Mickey Mouse fans)! What do I do with them?

Ben Foreano
North Pole, AK

Double Switch

Sega CD/Sega of America

I just got Double Switch. I easily passed Act I, but I have trouble in Act II. After I saw Alice in her room, I know I have to save Pin Jao from the mummy — but I don't know how. I also know you have to spring the clove trap, but I don't know how. Please help me!

Victor Leong
Brooklyn, NY

Your problem is that you're not paying attention to the Handyman. During Act I, he seems like one of the bad guys and you think you need to trap him. However, during Act II, you find out he's really on your side!

Here's a partial breakdown of Act II — keep in mind the game doesn't play exactly the same each time. You don't really need to catch all members during Act II, so watch the scene between Corey Feldman and the handyman —

just don't let the guy who comes into it. Accidentally shut down the system! ... few seconds later, the handyman shows up in Brutus' room. Don't be distracted by the thugs in the basement and storage area, and don't trap the handyman! He shows you an exit trap in Brutus' room.

When the band begins practicing, watch the grade's room and he shows you another trap. Once the new trap appears on your display, immediately go to the band's room and trap a cult member with the trap before he starts slaughtering the band. Next, save Alice from the cultist who comes in her room.

Now switch to the grade's room and wait for the mummy to come in. Select the coffin trap and keep hitting the disarm button so it can't trap the grade. Next, power up the new hands trap and grab the mummy! Now hurry to the basement — the handyman has another trap!

Sebastian?
Yes, boy,
how'd you
wind up in the
jail?



What's the dog from "Primates of the Caribbean" doing here? It's just a little extra detail the designers thought would be neat.

You're thinking very creatively, but you're on the wrong track. According to Rob Alvey, a member of the Virgin Interactive design team, they were given free rein by Disney to add whatever "De-Tale" they wanted — in other words, they could use any Disney stuff they thought would spice up the action. So in the spirit of good clean fun, they did strange things such as throw mouse ears on skeletons and nail poor old Sebastian to the wall. The dog with the key in his mouth can be found in the "Primates of the Caribbean" relay at Disney World! Sadly though, this is just window dressing — or wall dressing. You can't interact with the skeletons; they're just there to look cool.

Send your questions to Jeff "Lucky" Lundrigan at: Game Players 27407; 300-A South Westgate Drive; Greensboro, NC 27407. We'll do our best to help in this column, but we can't send personal replies. Sorry!



Don't trap the handyman during Act II — he's a good guy with important traps to show you.

Assuming you've let the handyman show you the trap, you're all set to meet with the mummy. First, disarm the coffin trap so the mummy can't use it...



...then solve your trap — new hands trap so the mummy



trapping poses isn't necessary during Act II. Only worry about the guys going for the power box and security panels, as well as the ones who directly threaten targets.



ReadySoft Incorporated & Epicurean Interactive Present

DRAGON'S LAIR[®]

CD-ROM



You're in for the adventure of your life...

Dragon's Lair is back and better than ever on CD-ROM!

This full arcade version is packed with spectacular animation and digitized sound, bringing Dragon's Lair to life like never before!

You control the actions of Dirk the Daring, a valiant knight, on a quest to rescue the fair Princess from the clutches of an evil dragon. Fight your way through the castle of the dark wizard who has enchanted it with treacherous monsters and obstacles.

Lead on brave adventurer... your quest awaits!



SEGA CD 3DO

also available for
IBM PC & Macintosh



ReadySoft Incorporated
30 Wetherill Court, Suite 2
Richmond Hill, Ontario, Canada L4B 1B9
Tel: (905) 731-6175 Fax: (905) 764-8987

Dragon's Lair is a registered trademark of Sega Corp. All other names are the property of their respective owners. IBM, the IBM logo, and Macintosh are trademarks of International Business Machines Corporation. "Dragon's Lair" is a registered trademark of Sega Corp. All other names are the property of their respective owners. IBM, the IBM logo, and Macintosh are trademarks of International Business Machines Corporation. © 1995 ReadySoft Incorporated. All rights reserved.



JOE & MAC 2: LOST IN THE TROPICS
SNES/MSX/MSX2

Passwords

You've read the review in this very issue. Now see the adventure!



- 1st Stone
- 2nd Stone
- 3rd Stone
- 4th Stone
- 5th Stone
- 6th Stone
- 7th Stone
- Both have keys

RJMK BQKT TKKH JGCB
HDMF GRHH KGTK CPSS
GRJN KSTH JJJR HLCB
RJKK BRNK TJQH JGDB
BMFG RJWB BDKL DSCB
CERG NJSS KQDB GHB
PFGT JPTD QPML PDB
RKQP TNFB LDWL FRFB

Can't get enough Mortal Kombat II? Neither can Kitaro-blastor Chris Slate. Here's what he's discovered since our last issue.



Welcome to another amir-apping, K-Jud-chomping, life-draining edition of Codebreakers! Last month we gave you massive amounts of moves for Mortal Kombat II, but this month we have even more secret tricks and assorted goodies. And here's your first assignment: Crack MKII's hid-

den tricks! We've gotten hundreds of letters on moves and fatalities, but what we really want to know is... the strange, tricks, gimmicks, codes, or rumors you've heard about or discovered. You know — the good stuff. The first game to send in a hot new trick gets a little something extra. But those of you who have seen the "Watchdog" and "Stolen Attacks" on the Ultimate screen aren't on to something. — Chris

TURTLE TOURNAMENT FIGHTERS
SNES/MSX/MSX2

Select the Metro Train Stage

Input this code at the Title screen — you hear an explosion if it worked properly. Now select the VS. mode, and you can choose the Metro Train stage when you reach the Stage Select screen. It was previously available to you only in the base round of the tournament!



Press L, R, L, R, L, R, A as Controller 2 at the Title screen.



Now you can access the Metro Train stage!

MORTAL KOMBAT II
arcade/MSX/MSX2

Still More MKII!

We're still finding out things about MKII every day, and the new 3.1 version means there's more scores. Here are a few things to add to the list we printed in Words, some corrections, and some older tricks we didn't have room for last month.

Corrections

Raiden's Exploding Uppercut Fatality: Hold a high punch for about eight seconds (start holding before you deliver the winning blow), then move in close and release.

Reptile's Tornado Strike: This one was correct (2 Forward, Down, High Kick while m-close), but we didn't mention that you must already be invisible for this to work.

Fatality clarifications: Also remember to hold the Block button while attempting a Fatality that involves pressing Up — this keeps you from jumping and messing up the move.

Additions

Kung Lao's Friendship: 3 Back, Down, High Kick

Shang Tsung's Pit Fatality: (only Block) 2

Down, Up, Down
Banika's Pit Fatality: 2 Forward, Down, High Kick

Jade: Just before the "Y" on the tournament map during the match, win one round (it doesn't matter which one) using only the Low Kick button. You go through the portal and fight Jade in Gorro's Lair. You can find her only in a one-player game.

Sneek: You can find Sneek during either a one- or two-player match. A face randomly appears in the right corner and says "Toothy!" after you uppercut your opponent or your opponent uppercuts you. It can happen frequently or not at all. If you're in the Portal stage, immediately hit Start while holding Down. Be sure to press the Start button on the side you're playing. In a two-player game, the person who hits Start first gets to fight Sneek.



Sub-Zero executes the uppercut fatality — and his competition.

Hoob Suihet (version 3.1): Win 50 games in a row, playing against a second player at least part of the time. Hoob is a super-tough nitro dressed in black. If you lose to him, you can fight him over and over.

Dead Pool Uppercut Fatalities (version 3.1): When it says "Finish Him!" on the Dead Pool screen, hold down the Low Punch and Low Kick buttons while doing a normal uppercut.

Where there's Smoke, there's Fire!

MEGA MAN X

SNES/PlayStation

The Ultimate Weapon

Play a little *Street Fighter II* in the middle of your *Mega Man X* game!

Grab all eight head tanks and all four sub tanks, then go back through *Armored Armadillo's* stage until you reach the last rail car that takes you to the boss door. Just before you reach the door, clear out any birds in your way with a powered-up shot from your X-Buster, then do a dash-jump off the platform and onto the wall above the door.



Climb the wall until you find a small area with an energy capsule. Grab it, then go through the boss door to complete the level. Repeat this process five times — on the fifth try, the energy capsule is replaced with a secret weapon station.



Enter the station, power-up, and you can throw fireballs just like Ryu and Ken in *Street Fighter II*! One shot kills almost anything, even the bosses in the last round! Unfortunately, you can't save this great new item with your powers, so you want to bech and grab it each time you begin playing.



Random Select (in version 3.1): Highlight either character in the top corners (Lu Kang and Popple) at the Character Select screen, then press the Start button while holding Up.

Turn Off Throws (in a two-player match): Hold Down and High-Punch on both joysticks after selecting your fighters. A message appears saying that throws are disabled.

Slip Off Spikes After Pit Fatality Screenshot: Hold Down on both joysticks.

To Play Peace Play through (you don't have to win them all) 250 matches and Pang appears. If you're not playing a two-player game, the action keeps going as usual past match 250 until you finally begin a two-player game, then Pang appears. First player to score wins!



PI and Spikes Fatalities are early. You can perform them only in the PI II and Kazeaki Tomb stages.

READER TIPS

MORTAL KOMBAT

Game Boy/Atari

Goro's Lair...



Play as Goro

Just this game, and watch the credits. When "The End" appears, hold diagonal Up + A + Select.

It's Goro's Lair...

Hold the buttons

until the "Enter Your Initials" screen appears, then input your initials and press A. When the high-score table appears, press Start — you get a screen that reads "Goro lives... as you." Now you can play as Goro! And the other characters have strong, n.w. names.

Eric Castorini, Bloomington, IL

SUPER BATTLETANK 2

SNES/Nintendo

Passwords

These codes get you through the game with all five air strikes left in reserve.

Levels 5-8

DFGTPPDM

Levels 9-12

LQWMLYZ

Levels 13-16

WDLWHSUW

Scott Bestard, Fairfield, CA



When you perform the required elements for *Finality Joke* or *Frank's*, you're treated to this screen in which you pass through the portal and into Goro's Lair for the big fight. And, yes, are those eyes tough?



READER TIPS

DR. ROBOTNIK'S MEAN BEAN MACHINE

Genesis/Sega of America

Passwords

Here are the password to the last stage in each of the four difficulty levels:

EASY Yellow, Has Bean, Blue, Blue
NORMAL Purple, Yellow, Has Bean, Clear
HARD Has Bean, Clear, Purple, Has Bean
HARDEST Red, Red, Clear, Yellow

Chris Kraftnick
Oviedo, FL



Guess those beans!

KIRBY'S DREAMLAND

Game Boy/Nintendo of America

Config Mode

Press Down, B, and Select simultaneously at the title screen, and a Configuration mode appears! Now you can gain more lives, listen to a sound test, and more!

Richard De La Paz
Sacramento, CA



Find the Configuration screen...

CONFIGURATION MODE

▶ VITAL: 1000000
 KIRBY: 05
 SOUND TEST
 EXIT

...to access power-ups and secret options.

DR. ROBOTNIK'S MEAN BEAN MACHINE

Genesis/Sega of America

Jumping Beans!

Er... you can't really say that this is a very helpful code — in fact, it's not even an actual code. But... oh, well... here it is... You make your own mind up.

Press the directional pad and the A, B, and C buttons while on the title screen to make the beans on the title jump up and down. We're talking hours of wacky fun!



MEGA MAN X

SNES/Capcom



Final Password

For those of you who didn't catch the "Tender" password in our Mega Man X strategy book (heh-heh, aren't we clever?), here's an updated version that's even better because it includes the last remaining heart tank from Chill Penguin's stage.

7431
 3842
 8523

Now you're fully stocked!

WIN! WIN! WIN! WIN!

That's right, we're doing it all over again this month. As an added incentive to get you guys to send us your tips, we're again we've come up with a contest, arranged in conjunction with the guys at STD Entertainment. We're offering the readers who send us the best tips from games reviewed in this month's issue... either the SNProPad, the original clear controller; the SGProPad-6, the best-selling six-button controller for the Genesis; the SMProgramPad, a fully programmable SNES controller; or a SGProgram Pad-2, the most powerful Genesis controller that bucks can buy.

Is the SGProgram Pad-2 the ultimate in controllers? Send us your tip, and you could find out for yourself!



C'MON, GIVE US A HELPING HAND

You've gotta be a real game addict to discover those secret tips and tactics — that's why we're so smart. But we want every game code we can get, and we can't do it all on our own. We're giving away a T-shirt for the best reader tips, and you get your name in print, too! So if you've discovered a cheat, get it down on paper and get it in the mail to us at:

codemakers
 Game Players
 300-A South Westgate Drive
 Greer, NC 27607



PLAYED FIRST
GAME OF
EQUINOX.



AFTER YEARS
OF PRACTICE,
FELL TRYING
TO CONQUER
THE THIRD
DUNGEON.



HAD TO SKIP
GRADUATION
CEREMONY,
BUT FINALLY
CONQUERED
THE THIRD
DUNGEON.



STILL LIVING
AT HOME,
NO JOB,
NO FRIENDS,
NEVER KISSED
A GIRL, BUT
FINALLY
DEFEATED THE
GREEN RIDERS
IN THE FIFTH
DUNGEON.



HAVING
TROUBLE
SEEING THE
SCREEN,
AND NEED
TO TAKE
NAPS
BETWEEN
DUNGEONS,
BUT YOU
CAN NOW
GET TO
THE SIXTH
DUNGEON
WITH EASE.



CAN'T SEE
THE SCREEN,
CAN'T HEAR
THE SOUND
EFFECTS,
CAN'T WORK
THE JOYSTICK
AND HAVING
CHEST PAINS
AT THE
THOUGHT
OF THE EVIL
EMPEROR.
FEELING THE
END IS NEAR,
YOU VOW TO
SOMEONE
COMPLETE
YOUR QUEST
AS YOU
REQUIRE
YOUR JOYSTICK
TO YOUR
GRANDSON.



WELCOME TO THE FANTASY OF
EQUINOX: AN ENDLESS WORLD
FULL OF SPORTS, BATS, BEARS AND EVIL
WOMEN. THEY'LL WANT TO KILL YOU
THE FIRST MISTAKE YOU MAKE.



YOUR JOURNEY TO REScue SHERLOCK
WILL TAKE OVER 100 SECRET
DUNGEONS. SO TRUST YOUR MAGIC
BAGGIE. IT WILL SHOW YOU THE
100 SECRET CHAMBERS.



AFTER A LONG & TOUGH BATTLE WITH
BOSS CHARACTER PETER DINK, YOU'VE
GAINED A STRONG, NEW ALLY. IT'S
NEED TO BE A DANCE MOVING. BUT AT
LEAST YOU'RE NOT DEAD.



YOUR QUESTS TO BE RECALLED WITH
JOHN. YOU'VE GAINED NOTHING BUT
DEEP PAIN NOW ABOUT THE GAME. STOP
SLEEPING ON YOUR BACKS TO GAIN OR
YOUR HOME. YOU'VE LOST.



(sure, it's just a game) SONY





SONIC 3

The Legend Continues



There's a sub-boss lurking in half the first acts. Don't fret about them until the end of the acts, though — you can't kill them 'til then.

ANGEL ISLAND ZONE

A tropical paradise is reduced to ash — where's the Sierra Club?



After two months with Sonic CD and four months with this one, Jeff Lundrigan is starting to grow blue spikes of his own. Who better to talk you through the bosses in Sonic?

We're back with even more Sonic coverage — did you miss us? Last month we busted the Special Stages wide open, and much goodness came pouring out. Now we're going to give you the deal of the century: You've bought our magazine, but if you act now, we provide the tactics and strategies for beating every single boss and sub-boss in the entire six levels at no additional cost!

So what do say? Do we have a deal? For the simple price of flipping a page or two, you get all the Sonic strategy you could possibly want — and more! **GP**



"Drop casual on me, will ye? Well take this!" It's simple: Avoid the flame (a flame shield helps), and bounce off the sub-boss about five times.



There's a power-up tucked away near the boss in almost every stage. Grab the flame shield hidden in the tree here in the Angel Island Zone.



Tobolnik's machine is a flying, flame-throwing hovercraft. Don't stand on the bridge — he bunnies it out from under you.



If you remembered to grab the flame shield (ahem), the Angel Island boss is no problem. Since you're fire-proof, stand beneath the machine and keep jumping into it.

INFO

PUBLISHER

Saga of America

DEVELOPER

Saga of America

SOCC. REF. #1

100-99

GENRE

action/adventure

HYDROCITY ZONE

Do spiny hedgehogs float in the water? Beats us! Test it and see for yourself. Blub, blub, blub....



You fight the sub-boss in a washing machine. When it drops down the left side of the screen, spin-dash to the right so you circle around and drop behind it. Now lunge and spin-dash to the left so you avoid it as it drops from the right. Get it?



Start the second act by running like mad away from a moving wall.



But watch out! There are bouncy things that throw you backwards — not a good thing with lots of tanks breathing down your neck!



It finally comes to rest on the center platform. Wait until its jets stop, then jump into it a couple of times. Lo, the spike starts again, so repeat the whole thing until it's destroyed.



Robotnik's machine is crafty, so you intended. It clips into the water, causing a waterspout that can pull you into its swirling blades. Get away!



There are two methods of attack. First, do a relatively normal jump-attack against the cockpit as it drops down to start the waterspout...



...then stand on top of one of Robotnik's depth charges and jump just before it explodes. The blast carries you high enough to land on him!

MARBLE GARDEN ZONE

The prettiest stage in the game is also one of the deadliest!



The hammer is this act's sub-boss. It's not too tough — just watch out for the spikes falling from the ceiling. The hammer itself

tries to drop on you, but you should be OK if you keep moving.



There's a flame shield to the right of the lamp post that marks the beginning of the race. Grab it and you can perform fireball spin-dashes — you can smash through stuff, too!



Look for the lightning shield in a secret room just before you meet the boss. Four out of five hedgehogs surveyed preferred the lightning shield to other heading power-ups.



Robotnik gets airborne in the third round. You can steer falls — the upper-right corner is relatively safe, so walk there and drop on Robotnik as he flies in.



CARNIVAL NIGHT ZONE

Ugh! It ain't that pretty, and it's tough to get through, too! Aren't carnivals supposed to be some fun?



These carnival barrels revolve constant ire. Stand on one, hold Up on the controller, then hold Down. If you get the rhythm, the barrel rees together up and down each time.



You can't attack the boss directly — see that leg-squaring hedgehog coming to get by.



The only difficulty in staying away from the saw is keeping from falling in the holes it's making in the floor. You can stand on the saw, by the way, but whether this is safer is anyone's guess.



Hit the main exit when the buzzsaw begins bouncing around. This opens the path, but you can't hit it again because of its electric field. However, when the buzzsaw finally bits it... damage!

WHO'S THE BOSS?

When lightning strikes, Sonic's on the case!



This boss is one of Robotnik's deadlier creations. Zip back and forth until he drops the green ball, quickly decide whether you've got more maneuvering room on the left or right, then hop over it.



And this is why you need that room: Robotnik activates his hedgehog magnet. This works a lot like the waterpump he uses during the Hydrocity Zone, pulling you into circles down. Retreat!



When Robotnik dips down to retrieve his little sphere, leap on him once — if you try for more, you wind up hitting the electronics around the outside. It takes three, but you can still beat him.

ICE CAP ZONE

You'd better keep moving, otherwise you'll turn into a hedgehog-sicle. Brrr!!!



This set-piece is a breeze — or at least a snow-blower. If you stay in the left corner as it zooms around surrounded by snowballs, it can't touch you.



When it stops revving, stand directly beneath it — the snowballs drop out of the sky, but they won't hit you. Jump up and hit it two or three times.



It's risky, but you've got to kill him last — the pattern of freeze jets gets less predictable as the fight progresses!



Robotnik's freeze machine is a royal pain. Jump over the left-hand freeze jet, land on the small platform, then quietly jump into the saucer to get out of the way. Jump back over the jet that shoots to the right and hit him again.

LAUNCH BASE ZONE

At last! Robotnik's final hiding place. Go get 'em, blue avenger!



The sub-boss isn't as tough as it looks. Wait for the spines to stop spinning and roll back in, then hit from the sides — not the top or bottom!



On the other side, you can speed up if you're on the lower path and spin-jump from the top of the ramps. Now you can reach the flame shield on the ledge above the fire jet!

THE FINAL ROBOTNIK

Knuckles. Robotnik. One easy, one hard. You make the call.



Stand where the ground begins to curve and wait for Robotnik to fire a cannonball. Jump over or duck under it, then hop to the open gap and spin-jump into the cockpit.



But watch out — sometimes those balls come rolling back. If you're not ready, they squawk ya!



Once the initial skirmish is over, hop to the spacer and slide to meet Knuckles. It's a camera scene, and Knuckles just goes away — a little too easy, don't you think?



Robotnik's rocket is easy to pulverize. Jump on it as it comes up, then hold the controller so you keep bouncing as it until all four parts are smashed to smithereens.



But watch for this spiny ball rotating around the cockpit. Make sure it's not coming around when you're attacking.



Oh boy, you're in trouble now! Robotnik's final death machine is a killer. It's vulnerable only on the spacer, so avoid hitting the spines on top, and don't touch the spines, either. Attack it by jumping over the claws and hitting the spacer before the spines.



No success in front, then begin knocking. Jump over him when he drops down and slip-slips, but stay in the middle to keep him from mashing you against the sides.



If you're grabbed, Robotnik immediately goes into knowing-and-waiting-to-pounce mode. But just like the rest of the zone bosses, it takes just eight shots to do him in.

IT'S MOVIE



Jonathan Gagnon's ears aren't that big, but he's the guy to play Buster Bunny and help you hop through Montana's Movie Madness.

Karim's new game keeps the Tiny Toon Adventures series alive and kicking. This time around Montana Max has built a high-tech cinema and has cast himself as the hero of all its movies. And Buster Bunny just hates bad acting. His only choice is to

go into the movies himself and change the endings.

The great graphics, sound effects, and music of the earlier Tiny Toon games are present in this one, too. And although it's geared toward younger players, it's fairly challenging—some levels are downright difficult. Luckily, the complexity is balanced by hearty bonus rounds. So grab some carrot-flavored popcorn and get ready to watch some movies! **CP**



THE LONE BUNNY

You learn tricks in this Western-themed level you need for the rest of the game.



Kick an enemy and he disappears or is stunned. You only have a second or two to escape a stunned foe.



Wait until the cowboy's at its lowest point. Once he's done pelt, close the door.



You must make three baskets to get a continue. Quickly move left and right to take out your opponent, and shoot when your meter is powered up.



"Super Tip!"

When running from rolling boulders, just as you are about to fall to the next ledge, cut in the direction you are running. That way you will stay ahead of them.



In the tug-of-war game, wait until Arnold is resting, then yank the rope. When he starts to pull, dip your feet into the ground.



He's not wearing a black hat, but Cowboy Max is still the bad guy. Keep jumping left to stay on the horses.



Give your old nose to Jerry Max's hat. Then jump on his head when he gets close.

TIME!



GAME BOY

I N F O
PUBLISHER

Konami

DEVELOPER

Konami

SOLO RETAIL

500

GENRE

Action/Adventure

**YOU WIN AN
EXTRA 100**

**YOU WIN ALL
YOUR LIVES**

**BE NUMBER ONE
BE NUMBER ONE**


WHEEL OF FORTUNE

See the bird! Spin the wheel! Score free stuff!


**YOU WIN ONE
FREE BERRY!**

**I'LL EAT 5
GARBAGE! MWA!**

**10 GARBAGE IS
THE PRESENT**

**YOU WIN ALL
YOUR LIVES**

**YOU WIN AN
EXTRA 100**

 When you find the
GoGo Buds, you
get to spin the
bonus
wheel of fun...

*and there's what
you could
win!*

KUNG FU YUNG

Everybody was kung-fu fighting!



Take your time on these trap-covered planks. Kill one trap by jumping on its head, then hop to the next and repeat the maneuver.



There's nothing like a trap door to keep you on your toes... uh... planks.



These statues spit fireballs, so take your time and wait until the path is clear.

THE MAXINATOR

Defeat Cyber Max, and you still have "The Curse of the Bunny's Tomb" and "Director Max and His Freeze Flash Camera" to go!



Hop on these platform, but not all when they start to shake.



Oh and it's Rabbit Max! Stand one block away and jump out and away from his feet. When the trap attacks and his weapons, jump on it and get close to Max's head.



When you come across a ramp while in your rocket, push it at top speed to gain enough air to clear the hole.



T-Rex got you in a panic? Raptors breathing down your neck? Well, let 'ol Jeff Lundrigan put you on the safe track through the park.

NO PARKING!

Back to the park! At least — the Raptors, they haunt me! Why can't they leave me alone? In *Jurassic Park CD*, you dive back into the jungles of Isla Nublar after the initial carnage has ended. Your mission: to retrieve precious dinosaur eggs for future study. The catch: the grown-up dinosaurs ain't too happy to see you running off with their eggs!

But it gets worse. Remember the guys who paid computer whiz Neddy to steal dinosaur embryos? Well, they switched to Plan B after Neddy became *Dilophosaurus* munchies, and a bunch of well-armed egg hunters are headed for the park — and animals aren't what they have in mind.

Now you've got to outsmart the dinosaurs and outmaneuver the evil DNA-stalkers or you'll never survive long enough to get back to the mainland. Are you up to it? Ho — you'd better be! **60P**



Emily Shimano is the smart member of your team — she stayed back on the mainland. You get hints and help from her, but she's usually too late.

FIRST THINGS FIRST

Use the visitor's center to store eggs, save your game, and heal yourself. Oh, and remember to heal yourself before saving your game.



There's a stunner inside the helicopter. Notice how the cursor changes as it melts over something you can pick up or otherwise use. *Arrows...*



Get into Mr. Wu's office with the blue card key and search for the Incubator, a tranquillizer gun, and the vital first-aid station. Once you have the Triceratops card key, you can open the locked cabinet and find the Brachiosaur CD.



You can also get into the game world's office with the Triceratops card key. Among the useful stuff there is the stunner recharger.



SEGA CD

I N F O

PUBLISHER

Sega of America

DEVELOPER

Sega of America

SUGG. RETAIL

\$59.99

GENRE

graphic adventure



Take the gas can from inside the jeep and use it on the roll engine. Hold down the button until the can stops overflowing — you need a full tank.

After dealing with the spitting wonders up river, you're happy to discover there's a first-aid kit there, too. Use it before heading back.



In case you didn't get Shimano's little hint, you can use a big rock to steady the log over to the *Dilophosaurus* pen.



DILOPHO-WHATEVERS

Pound for pound, *Dilophosaurus* are the nastiest critters in the park. You wind up hating them worse than jungle mosquitoes.



The trouble with *Dilophosaurus* is that they spit — a lot. Use the stunner on full charge to knock 'em down.

TRY SARAH TOPPS

Let me guess. You've searched the park for that stupid crowbar, right? Well, look no farther — it's practically in your grasp.



The heavy on the jeep drives the Triceratops crazy. Bunk it, wait for the beast to smash the jeep. Then bunk it again when she bounces toward you.



After the third hunk-'n'-smash, the crowbar, Triceratops CD, and medical injector pop from the jeep. The reactor is full of Heat-0-Quick, and the sick Triceratops gets right up and walks away.

Go back to where the other two Triceratops are, wait for the weather to snow, look at the tree, then grab a branch.

Once you load the baby Triceratops, it misses and you can look at the metal box. Use the crowbar to open the box and grab the Triceratops' red key.



Head back to the warden's control room and the Triceratops CD on the game warden's computer to escape the security path for the jeep house.



Here are more Dinobusars in the promo house — stunner, do your stuff! Use the wrench on the frisky steers pipe, then turn off the power.



Watch the Corpy moving around — when she begins digging through the Triceratops' nest, stan her last before she can make it to the bushes. If you're quick, she drops an egg.



Oh — make sure you pick up that big rock before you leave. You need every big rock you can get.

There's a security keypad in the second locker from the left, but the code from the warden's office (it's offered every time you play).



REX, SHMEX

Just when you thought your day couldn't get any worse, you've got to face down a T-Rex. Not only is it the most voracious predator ever to walk the Earth, but its breath is also really bad.



The noise of the opening code brings the T-Rex. No, no, boy — stand firm until the code opens, then shoot the Rex on its "pecking spot" just under the eye.



After firing a gas grenade or charged stun, immediately switch back to the cursor and zip through the code, between the T-Rex's legs!

Open the gate inside the utility area using the left-hand switch, use the tranquilizer gun on the Dinobusar, then exit through the drain pipe.



Grab the eggs and bear horns from the Rax's nest, then hit the gate switch — aaaaah, it's stuck!



When the Y-Ser arrives, hit the switch again — the noise makes her attack the gate (remember the Triceratops?). When the gate is fully open, use the bear horns, then get out of them!

RAPTOR BLUES

Until now you've relied on your brains; now you've got to trust dumb luck. The Raptors are going to kill you half the time, and there's not much you can do about it. Sorry.

A couple of big rocks can cause an avalanche and open the way into the Raptor cave.



Now it's everything in the Raptor cave! Note the big rock to the left of the stairs — grab it and go!



Here's another use for big rocks — drop two into good old filter 27 so the water rises and you can grab the VeloCaptor card key.



The exit is to the left of the filter, and here's where things get hairy. As the Raptors jump from their caves, shoot them with the tranquilizer. When they look like they'll stay out, use the card key on the door and quickly turn to face them again. Keep tranquilizing them until the door opens. Sometimes they just tell you anyway.



Once you're through the door, move forward until you reach this area. Grab the eggs, use the snowbar to open the grate, and beat a hasty retreat!

THE HUMAN FACTOR

Now that you've got the eggs, your troubles are almost over. Unfortunately, the most dangerous brute of all has just arrived....

Once the first two are down, Sam will take care of the big man in the water (Anybody bring a Pterosaur?).



The last guy's the toughest, popping up in either of two places. Keep your cool and don't spaz out!



Collect the rock, then take on the bad guy! It's mostly a matter of skill: Aim at their heads with the tranquilizer gun — and blast the guy with the shotgun first.

SUPER PINBALL

Behind the Mask

The First and Only Pinball Game for the Super NES!

Experience the look, sounds, and feel of real arcade pinball action. Thumper bumpers, multi-ball play, skill shots, huge bonuses, jackpots – all of the things you love about pinball, without adding quarters!



If you're a pinball wizard, just try to master this one!

- 1 to 4 player alternating play
- 3 varied, dynamic, and distinct playfields
- Awesome graphics, music, and sound effects
- Special "TILT" feature
- 2 different gameplay modes: Alternate play – straight competition;
Conquest mode – reach the forbidden door

"Serious pinball for serious pinball players."

– Game Players Sega/Nintendo Magazine



TECHNOS
AMERICAN TECHNOS INC.

SUPER NINTENDO
GAMEPLAYERS MAGAZINE

Toe Jam & Earl in PANIC ON FUNKOTRON



Trying to avoid any connection with Toe Jam, Billy Moon admits he once

"earled" on a former who. He was much younger. It is.

FUNKOTRON PART DEUX

BEATING
THE
BAD GUYS

Forget that "love your neighbor" stuff — grab these humans and send them on their way!

Welcome to the new adventures of that ultra-hip, rappin' alien duo. In *Toe Jam & Earl in Panic on Funkotron*, the boys return to their planet after an extended session of interplanetary partying, only to discover a bunch of Earthlings that stowed away on their ship are now wreaking havoc.

What's more, the crude behavior of the Earth dudes has irritated the fabulous Funkopotamus so much that he's skippin'

The *little girl's* easy to trip out... If you can find her, if the red Earthling faints in bushes, get on one's in sight, by slapping her out of a tree.



The *beastie's* still has a bad habit of ducking your jabs and hurting stuff back at you. Throw jabs in an upward arch so they land on his head.



The *beastie* *laugh's* you, but her laughing spell leaves you unprotected. Jump up and fill the air with jabs as soon as you see her.



The *attack duck's* is really deadly. Throw jabs in the air as he comes around on his magic carpet, then hit the dirt when he dive-bombs you.

When *lizards* approach, press Down to cover your eyes until their camera flashes. Quickly hit a jar their way, then cover your eyes again.



The *construction work* or takes you out with his powerhammer if you stay on the ground, so jump over his head and drop jars on top of him.



Just because *beasties* are invisible doesn't mean you can't stay them. If one disappears, keep throwing jars until you're sure you've taken him out.

The *fat lady* can't worry the problem that her pink paddles are. Take them out first, then pelt the defenseless old lady.



The *mad man's* invisible when the box is over his head. Wait for him to stand up, then toss jars at his head — or in his path if he gives chase.



To avoid possession by the *ghost* one, track it while it's invisible, then attack when it reappears. Do your Funk Moon 'n possession seems imminent.

GENESIS

I N F O

PUBLISHER

Sega of America

DEVELOPER

Sega of America

SUGG. RETAIL

\$54.99

GENRE

action

You gotta find hidden items and power-ups in order to survive.



Push up in front of trees or bushes to uncover secret stuff. But watch out for mischievous plants that hurt spare lives and garbage cars your way.

HEY...
WHAT'S IN THE BUSHES?



Some girls are gifted with feet. Cross up on them while they're still, then smother them with your Funk Move before they can run away.

town — and taking the Funktude with him! If T.J. and Earl don't send the humans back to Earth, Funkatron will lose his funkiness, and our little alien pals will rap no more!

Panic on Funkatron is packed with 17 action levels, each with multiple sub-levels and tons of humans to capture and return home. You have a few continues, but to finish this monster, you need all the help you can get. Enter Game Players. **GP**

Search links and ponds, but remember you've only got 40 seconds underwater. You can gain additional time, however, by smooching one of the round purple fish.



All work and no play makes for pretty dull ultra-hip rappin' dudes.

GAMES
ALIEN
DUDES PLAY

SUPER-
SECRET
COOL
STUFF

Shhh!
Don't tell
your
friends!

Hop on the right edge of the third link in Funky



Forest and invisible platforms appear. That slingshot balloon leads to more cool stuff.

Jump to the right of the cliff on Kenzie Street and another platform appears. Head right to join Sherri's rap session, or left to grab points.



Impress the judges with a couple of cool dancing tricks, and you're rewarded with a ton of bonus points — leading to a ton of extra lives.



If you're short on Funktude, look for one of your pals who's hiding a Jam box. Duplicate his rapping tricks, and spare Funktude is yours.



Stay in the Hyperfunk Zone by avoiding exits and grabbing time boxes. The pattern's always the same, so learn it and you're set!



Walk through the veil at the bottom of the Lower Funky Town hill to warp to a "Benevolent with Frost." Whenever you find her, she grants a special power — this time, unlimited spawning rooms.



The Earthling Indicator in Upper Funky Town takes you to a hole leading to a secret cavern. Head left while holding jars of the bananas, then use your Funk Move to transport through the rock.



Choose among three doorways in the El Choice Grotto stage. The middle clear leads to death, the third makes you test underwater skills, and the last puts you through a bonus-filled tumble. Take One!



Warp into this well in the Stylin' Street mountain-side and you land in a puzzle-filled with enemies. Confine yourself to collect even more valuable items.



NOW PLAYING

Cash burning a hole in your pocket, but you don't know how to spend it? Check this out and you'll never waste a penny. Here's an at-a-glance view of more than 160 games from the last six months.

Acclaim 2

Box for SNES; strategy, #612
The sequel to one of the last SNES games as good as the first. The "Dem Villains" aspects of the original are missing, but demon-infested action stages are top notch.

Overall: 85%

The Addams Family

Screen for Genesis, review, #612
Gomez saves the first of the clan in what could have been a boring Mario clone. Instead, it's a rock-'n'-roll, variety-filled game that's complex without being impossible.

Overall: 82%

The Adventures of Dr. Franken

DTMC for SNES; review, 791
Help green-skinned Dr. Franken search the world for pieces of his robot girlfriend. DTMC targets younger players, but they're the ones most likely to be frustrated by as lack of a password feature.

Overall: 72%

The Adventures of Rocky & Bullwinkle and Friends

Acclaim for Genesis; strategy, #612
Moose and Squard's first job: cut out suit work in the graphics department, but it's not the same way lead — sometimes traveling — game play.

Overall: 62%



One of the best action games ever, this one has incredible graphics and animation (thanks to Verdu's Digital presence), tons of humor, and, of course, great action.

Overall: 95%

Aero the Acro-Bat

Success for Genesis and SNES;
Genesis strategy, #611
Suzuki's modest character is a demond but who performs amazing feats while fighting off foes in the Big Top. Great graphics and animation are the highlight.

Overall: 79%

After Burner III

Sega of America for Sega CD, review, #610
Cinematic screens, CD sound, and the Navy's hottest fighter can't save this typical shooter. It's a good shooter, but it's marred by a disappointment from a stand-out.

Overall: 79%

Aladdin

Capcom for SNES, review, 798;
strategy, 792
This is the one without Digital animation but who cares? It's got smooth moves, tons of personality, and a final boss that's better than the Genesis version. It only drawbacks is that it's too short and easy.

Overall: 82%

Amnesia Position

Tengen for Genesis; strategy, #612
This ecologically correct character wants to rid the world of polluters. You'll just want to shut him up — he talks constantly through four words of three-letter words.

Overall: 80%

ANS Pro Moves Soccer

ABC for Genesis, sports, 791
Lots of extra features can't make up for frustrating game play. It's got a low price tag, however, and it's got you get used to the strange moves. It's a bargain.

Overall: 60%

• Barkley: Shut Up and Jam!

Sport Accolade for Genesis, sports, 794
An aggressive NBA basketball, shakeled by poor control and choppy graphics. Horrible artificial intelligence and the lack of a shot clock make this a bench-warmer.

Overall: 56%

• Bart & the Bearstalk

Acclaim for Game Boy, review, 794
The designers of this action game lack a standard story, played out the Simpsons' focus on boring characters, then there at some of the show's running jokes (don'ting).

Overall: 25%

Bart vs. the World

Flying Edge for Game Boy, review, 793
The heated humor of other Simpsons games can't save and the action segments could be from any game. Ignore it for home, but pick it for the beach.

Overall: 62%

Bart's Nightmares

Flying Edge for Genesis, strategy, #610
Jan Bart's search for homework through five Simpsons' Med worlds. "Windy World" is repetitive and "Temple of Mages" is impossible, but the rest are a treat. (Also available for SNES.)

Overall: 70%

• Bartman Meets Radioactive Man

Flying Edge for Game Boy, review, 793
Radioactive Man is a tempo and

only Bart can rescue him in this four-level action game. It's full of frustrating jumps, and there are no passwords.

Overall: 64%

Batman: The Animated Series

Konami for Game Boy; review, 791
These aren't really action-adventures for Game Boy, and this one's not bad. But you'll strain your eyes controlling these soft characters.

Overall: 70%

Battle Cars

Namco for SNES, review, #610
This tag-and-bellied driving game takes the best of racing formulas and adds lots of other options. Its blow-up-the-other-guy fun is definitely a must-play for racing fans.

Overall: 80%

Beauty and the Beast:

Belle's Quest
Success for Genesis, review, 791
Although it's easy, the graphics and well-crafted mix of problem solving and arcade action make this one worth your time.

Overall: 82%

Beauty and the Beast:

Rear of the Beast
Success for Genesis, review, 791
The graphics may be beautiful, but the controls are a beast! Combine that with its repetitive nature, and this game may have you pulling out your hair. ...not

Overall: 51%

Bill Walsh College Football

EA for Genesis and Sega CD, Genesis, sports, #613, CD, sports, 793
Recycling last year's top 24 college teams plus another two down all-time best, this one really shines. The overall effort is a more exciting, emotional game than John Madden (4-Play Play compatible.)

Genesis: 82%; Sega CD: 82%

Biological

Advance for Super NES, strategy, #612
Your mission: Destroy the alien BioMetas within 32 hours. Do-hand arcade like might get the things shot in its souper-up shooter, but the challenge makes up for it.

Overall: 70%

Boozing Legends of the Ring

Dectro Era for Genesis and SNES; sports, #610
Eight of the best boxes fight it out in this cut, which features huge characters and a first-person perspective. It packs a punch for boxing fans and novices alike.

Overall: 87%

Brett Hull Hockey

Sport Accolade for SNES
This game's got a lot of features — from customizable team skills to variable-length seasonal play. All Michaels calls every play, but poor control holds it one back.

Overall: 78%

• Bubble and Squeeze

Success for Genesis, review, 794
The goofy duo sets out to rescue the threatened Emulators — with a little help from you. This 4-map adventure packs a punch in graphics, control and fun. But you'll never see the best of this pair!

Overall: 70%

Bugs Bunny Rabbit Rampage

Success for SNES; review, 793
Our beloved bunny is in danger from a Lunatic animator who's throwing him into the madhouse after another incoherent technical quality and over-used sound effects are a drawback.

Overall: 79%

Captain America and the Avengers

Midway for SNES; review, #612
Basic when compared to other recent comic-book based games, but it has an old-time comic-book feel. Special moves make it interesting.

Overall: 82%

Castlevania: Bloodlines

Konami for Genesis, review, 790;
strategy, 793 and 794
A little rough, but still a great first outing for the series on Genesis. You'll be eager to beat it a third or even a fourth time. Falls a little short of the SNES version, though.

Overall: 80%



So it's not a flight sim — no big deal. Despite a few annoying glitches, it flies like a dream. The developer is hard-core action at its finest.

Overall: 90%

Champions World Class Soccer

Accolade for SNES, sports, 792
Realistic graphics and sound effects, combined with smooth control and accurate game play put this one for soccer fans. The one drawback is to look of options.

Overall: 84%

Championship Pool

Midway for SNES, strategy, #612
Rough around the edges, but it has just about every game-play option you could wish — and then some! Perfect for arduous pool players who can't afford a table.

Overall: 79%

Chip 'n Dale Rescue Rangers 2

Minds of America for NES, review, 793
All you'd expect from a Capcom/Daney collaboration — great mystery-solving plot, top graphics and it's easy to control. The game-play's simple but hard bosses compensate.

Overall: 84%

Choplifter III

Extreme for SNES, review, 785
Old boys have been captured by the anemic and it's your job to get them back. This action/shooter features some big "boss" weapons and great backgrounds.

Overall: 72%

Clay Fighter

Midway for SNES; strategy, #610
The life's self-explanatory, really. Play tough fighters using an formidable combat. Its quality characters and striking look is its favor — and another player can jump in at

It's time for another run, Chummer!



Enter the ultimate psycho-cyberpunk fantasy! You witnessed your brother fall to enemy fire.

Now you travel the streets of the Seattle Sprawl to find your brother's killers and bring them to justice.

Sega® Genesis™ puts you in the heart of Cyberspace on the heads-up run of your life!



Jack into the Virtual World
of the Matrix and get ready for intense cybercombat!



Fight Back!
Real-time combats lets you actively control characters as the action heats up.



Search the Sprawl!
Uncover valuable clues while you're constantly building your character's quickness, strength and charisma!

SEGA
FASA



You've got the Skill... You've got the Guts... and Sega® Genesis™ has all the Magic and Technology you need!

any time with the "Join In" feature.

Claymates

Interplay for SNES, strategy, 793
A decent game that does more than a passing resemblance to Star Wars: The Empire Strikes Back, but the humor of the main character pulls it above average.

Overall: 62%



A role-fighter/turn-based game that takes the best qualities of the leading fighting games and adds new features. Must!

Overall: 97%

Cliffhanger

Sega Intergalaxy for SNES, review, 6812
Dillon's movie becomes a sub-standard first-of-its-kind sports game following the same plot. Control is sluggish and you can't see your progress, so it gets frustrating.

Overall: 60%

Duffy Duck: The Marvin Mission

Duffy Duck for SNES, strategy, 6812
Based on the cartoon "Duck Dodgers in the 24th Century," Duffy tries to keep Marvin from blowing up Earth in 20 levels of action, wacky humor, and excellent graphics.

Overall: 79%

Dashin' D desperadoes

Data East for Genesis, review, 761
If you've got the overbearing goodness of the game — but the whole plot revolves around a couple of cowboys competing in foot races — it's pretty amusing.

Overall: 71%

Deep Duck Trouble

Sega of America for Game Gear, review, 792
Savage McDuck works with Donald and Huey, Dewey, and Louie to bring a piratical to a mysterious statue. The graphics are great, and the action's fun for kids, too.

Overall: 87%

Dr. Robotnik's Mean Bean Machine

Sega of America for Genesis, review, 793
The best puzzle game for the Genesis — so far. You line up rows of talking colored beans into groups of four — complete a group and you send a clear bean to your opponent's side.

Overall: 86%

Double Driftin': The playable Edition

Konami for Genesis, review, 794
Konami beefed up the players but took out the classic drunk scenarios found in the original arcade. NES and Game Boy versions, if you don't look like a game designed by people who know basketball.

Overall: 88%

Double Switch [MA-13]

Sega of America for Sega CD, review, 792
If you don't have the patience to work through the same sequence a hundred times, it holds you in place. On the other hand, it holds up pretty well as an interactive mystery.

Overall: 71%

Dragon's Revenge

Tengen for Genesis, review, 794
It may look like a great platform game, but the flippin' controls and shot angles are so off that the edges aren't grounded. Even the graphics aren't up to Tengen's earlier superb efforts.

Overall: 66%

Duro

Virgin Interactive for Sega CD, review, 792
Duro mixes great drives in taking Sega CD into the "mild-mild-mild revolution" but the feat of this substandard overambitious is a straight-forward, overly linear adventure that just isn't fun.

Overall: 60%

Duro: The Battle for Arctavia

Virgin Interactive for Genesis, review, 793
Military animation and strategy fans are going to enjoy up all night playing this one. The difficulty level is perfect — not too challenging, but not too hard.

Overall: 87%

Duro: The Battle for Arctavia

Virgin Interactive for Genesis, review, 793
Military animation and strategy fans are going to enjoy up all night playing this one. The difficulty level is perfect — not too challenging, but not too hard.

Overall: 87%

Fantastic Dizzy

CodeMasters for Genesis, strategy, 792
The "island" of Europe also in the sub-adventuring adventure, this is a kind of egg-cultist sci-fi genre. Colorful and cheerful, but a little basic for 16-bit.

Overall: 73%

Flashback

U.S. Gold for SNES, review, 793
An adventure with incredible graphics. This is a great challenge, loaded with realism: if you loved Prince of Persia, you'll go wild over this.

Overall: 86%

The Flintstones: The Treasure of Sierra Madrock

Telco for SNES, review, 794
This beginner-level cut line all the elements of a good adventure — and a few surprises to boot. Advancing through such steps is very much Miyazaki-style, with lots of bonus boards and special screens.

Overall: 71%

Garfield IV

Tengen for Genesis, review, 791
To update the arcade game, Tengen adds these new play modes as well as making the game compatible with Sega's Trans Player adapter. In Garfield, if you like that sort of thing — and we do.

Overall: 86%

Gear Works

Sega Intergalaxy for Game Gear, review, 6810
Shift with a screen full of gears, or whack 'em or more red gears. Your goal is to hook up gears until the red ones are turning. Challenging and nice fun that it sounds like.

Overall: 74%

General Chaos

Electronic Arts for Genesis, strategy, 6810
Whether fighting the computer or head-to-

head against other players, the principle is the same — six teams are battlefied and last survivor wins. (4-Way Play compatible.)

Overall: 77%

Genghis Khan II: Dawn of the Gray Wolf

Koei for Genesis, review, 794
Koei returns to Asia for another epic strategy game. You're back as Genghis Khan and Aqun, you can take on the computer or a pal in one of four different scenarios. It's complex, but rewarding.

Overall: 78%

Goofy's Hysterical History Tour

Absolute for Genesis, review, 792
Some amusing elements make this a better-than-average action game — just. The incredible number of precise jumps required is maddening.

Overall: 68%

Greatest Heavyweights

Sega of America for Genesis, sports, 792
Even honoring the power and pride all sorts of history's top fighters don't help distinguish this boxing sim from others. It's only bright spot is its compatibility with the Advisor and Sega's six-button controller.

Overall: 68%

Ground Zero, Texas [MA-13]

Sega Intergalaxy for Sega CD, review, 792
Three million bucks of developer cash isn't impressive enough — you've gotta have good game play, too. Even if you like shooters, this one doesn't deliver.

Overall: 47%

Handball III

Spart Arcade for SNES, sports, 794
Plenty of options make this one enjoyable for advanced table-top players and more. About sports fans alike. More than 850 major-league players and authentic ball-park add to the realism.

Overall: 87%

Haunting Starring Poltergy

Electronic Arts for Genesis, strategy, 6810
As the life ghost, you must save the Sardinie clan out of its house, room by room. A real gem, hampered by 32-bit graphics and repetitive game play.

Overall: 73%

High Seas Havoc

Data East for Genesis, review, 792
Control points, a blue naval hero, and sailing trials? It may look like Sonic, but



EA's first soccer one definitely scores, with detailed and diverse animation, stellar sound effects, a truckload of options, and — most importantly — easy-to-master game play that's totally true to the sport.

Overall: 93%

action fans will probably find that this little pink advert as stands up on its own.

Overall: 72%

The Incredible Crash Dummies

Askan for SNES, review, 6812
Travel through four zones — each with a ten level, multiple stages — boss to defeat, and a bonus stage. "Bases" like hidden secrets help the game out. (Also available for NES and Game Boy.)

Overall: 66%

James Pond 3

Electronic Arts for Genesis
Strategy and problem-solving make this more than the average action cut. With over 100 levels and plenty of hidden passages, this has incredible replay value.

Overall: 74%

The Jetsons: Invasion of the Planet Pirates

Telco for SNES, review, 794
It's graphics like the only thing that recommends it. Although some of the traps seem unfamiliar at first, the control is too unmanageable. Even an easy level, it's too hard for the young audience it targets.

Overall: 61%

Jet Power: The Lost Dimension in 3-D

Electro Brain for SNES, review, 793
It's visually exciting — a great-looking game with lots of action and challenge. But it's tough, even on the easy setting, since you die after one hit.

Overall: 79%

Joe Montana's NFL Football

Sega of America for Sega CD
Large characters and gaudy sound effects add this game's gaudy atmosphere, but slow animation and choppy game play keep this one from putting up many points on the list scoreboard.

Overall: 72%

Jurassic Park

Sega of America for Genesis, strategy, 6811
In the huge sea of JP paraphernalia, this one stands out if for no other reason than it lets you rip into Dr. Grant as theaptor. Hey — sometimes, it's enough.

Overall: 74%

Jurassic Park

Ocean for SNES, NES, and Game Boy, special edition
Dr. Grant beats dinosaurs — unless they're trying to eat him. So the paleontologist heads out for a little big game hunting — buggo game SNES.

SNES: 84% NES: 66% Game Boy: 63%

Jurassic Park CD

Sega of America for Sega CD, review, 794, strategy 795
A graphic adventure instead of an action game, it takes place after the movie — you're back in the park to recover dinosaur eggs for future study. A good game, but nice start.

Overall: 80%

Kareida Ragn

Sets for SNES, review, 6811
A solid game about Kintaro, the art of the sword. It has crisp graphics, a female heroine, and some relaxing scenarios —

COMPLETE VIDEO GAME BOOK COLLECTION!



The Legend of Zelda: A Link to the Past
Zach Meslin
GP-58-204-9 \$12.95
A step-by-step walkthrough with complete guides to the Light and Dark Worlds!



Super Mario World Secrets
Rusel DeMaria & Zach Meslin
GP-58-156-5 \$12.95
Blow Super Mario World wide open with this book packed with secret hints and tips!



Star Wars Game Secrets
Rusel DeMaria
GP-58-405-X \$12.95
Complete information on every aspect of the game! A true collector's edition!



Official Sega Genesis Power Tips Book, 2nd Edition
Edited GP-58-396-3 \$14.95
Sega's 100 hottest games!
Over 500 color screen shots!



Sega Genesis Secrets Volume 3
Rusel DeMaria and Zach Meslin
GP-58-189-1 \$11.95
Desert Strike, Simpsons, more!
Simply the best! More secrets. Tons of graphics. Instant mastery of Sega hit games!



Sega Genesis Secrets Volume 4
DeMaria and Barrera
GP-58-250-2 \$12.95
Sonic Hedgehog 2, Taz-Mania, more!
Games for beginning and advanced players!
Winning strategies for hot, hot Sega games!



Sega Genesis & Sega CD Secrets Volume 5
DeMaria and Barrera
GP-58-379-7 \$12.95
Street Fighter 2, Rattle Toads, more!
The best secrets for winning Sega Genesis and Sega CD Games!



Super NES Games Secrets Volume 2
Rusel DeMaria & Zach Meslin
GP-58-193-X \$11.95
Legend of Zelda-Link, Final Fight, more!
The sought-after cheats—the secret tricks, shortcuts, and password!



Super NES Games Secrets Volume 3
DeMaria & Barrera
GP-58-249-9 \$11.95
TMNT V, Super Mario Kart, more!
The unauthorized edition. Blow the top off of dozens of the hottest Nintendo games!



Super NES Games Secrets Volume 4
DeMaria and Barrera
GP-58-378-9 \$12.95
Mortal Kombat, Street Fighter II Turbo, more!
Filled with lots of tips not available anywhere else!

**Quantities are Limited!
Order Today!**

QTY.	DESCRIPTION	PRICE (ea)	TOTAL
<input type="checkbox"/> Check/Money Order* <input type="checkbox"/> Visa <input type="checkbox"/> MC Credit Card No. _____ Exp. _____		SUBTOTAL	
Signature _____ Send books to: Name _____ Address _____ City _____ State _____		SHIPPING: \$4.00 first book .50 each additional book	
Zip _____		GRAND TOTAL	

* Make checks payable to:
Prima Publishing



To order,
Fill out product order card and mail to

Prima Publishing
P.O. Box 1260 Dept. GP
Rocklin, CA 95677
or call

1-800-255-8989
Ext. 504

Allow 4-6 weeks for delivery.
All Prices are in US Dollars.

including a women's volleyball team with wily deadly spies

Overall 75%

King of Dragons

Capcom for SNES review, 794
This has the same basic game play as Golden Axe, but you don't collect rings to cast spells. Not enough hidden surprises, but the action doesn't really match.

Overall 57%

King of the Monsters

Takara for Genesis, review, 6112
Four super-monsters fight each other while being attacked by airplanes, tanks, and other weapons of war. But the whole thing seems generic: the lightning axe nuke, the color axe nuke...

Overall 53%

Kirby's Pinball Land

Multimedia of America for Game Boy; review, 782
The popular putty hero stars in a solid little pinball game, with three different tables and enough bonus stages to keep you busy.

Overall 80%

The Last Action Hero

Sony Imagesoft for Game Gear, Strategy, 6416
No "vector" after all—colored boxes to help you collect the facts you need to finish a stage. More like the Last Strategy Hero, with puzzles likely to be its only lure.

Overall 70%

The Last Action Hero

Sony Imagesoft for SNES; review, 781
If you're a fan of the movie, this is a fun little game. It's not a real action hero, but it's a fun little game.

Overall 52%

The Laramore War

TEG for SNES; review, 791
Players who chose VR continue on to get their cyber-appeals with this one. Although it's not "top-notch" virtual world, it's about as close as you can get.

Overall 74%

Learnings

Ocean for Game Boy, special section, 6111
It's a fun on every system from PC to NES, now it's a Game Boy title to get the strategy. It's 100+ levels of puzzles across the board, but it's a little bit of a stretch.

Overall 62%

Legend

Spike for SNES; strategy, 6112
Two heroes try to keep an evil lord from taking over their land—when, sounds like an RPG to us. It's a little bit of a stretch, but it's a fun little game.

Overall 80%

Lethal Enforcers (NA-17)

Konami for Genesis, strategy, 6113
Robbers, heists, drugs—now this is a game! A brutal depiction of the arcade hit with terrific digital graphics and its own gun. Kill 'em all!

Overall 84%

Lock-On

Vic Tokai for SNES; review, 6112
Combining air combat with ground-based strike missions, the pace is fast—there are 22 enemies to destroy in your first mission! Sadly, there's no postcard feature!

Overall 80%

The Last Vikings

Interplay for Genesis, review, 793
The combination of Finnish puzzles, Viking humor, and new music makes this strategy-puzzle game too good to pass up. Great use of the six-button controller.

Overall 84%

Lufa's and the Fortress of Doom

TEG for SNES; review, 791
From its dated graphics to its over-the-top, Lufa's is a fun little game. It's not a real action hero, but it's a fun little game.

Overall 80%



The Legend of Zelda: Link's Awakening
Nintendo of America for Game Boy; review, 6111

Long overdue as for Game Boy, this RPG has very good graphics and music that remain true to the series—and there aren't any signs that Nintendo scaled it down to fit on Game Boy.

Overall: 80%

Lunar: The Silver Star

Working Designs for Sega CD, review, 782; strategy, 713 and 714
This may be the first "city simulator" RPG to game play is good, but its goofy humor gives it a real special something.

Overall 79%

Madden NFL '94

Electronic Arts for SNES, sports, 6113
Tennis and soccer? No! Football! First good NFL game since the new season, but it's not as good as the old one.

Genesis 80%; SNES 87%

Marlo's Time Machine

The Software Technology for SNES; review, 781
This entertainment game has good audio and visuals, but it's a little bit of a stretch.

Overall 79%

Mega Man IV

Capcom for Game Boy; review, 780
Great graphics and terrific play. If you can find the four letters S-E-A-T, then Mega Man is old friend. Deal with you for some rock-robotic action.

Overall 80%

Mega Man 6

Capcom for NES; strategy, 711
Dr. Wily's about to unleash a new crew of robot villains on a peaceful world, and only you know who can stop him. You've seen the homework before, but this is still the one.

Overall 80%

Mega Man X

Capcom for SNES; review and special section, 791
It was a long time coming, but deliverly worth the wait. Here's

a new-genetic card with classic game play, excellent graphics and sound, and tons of hidden areas and power-ups.

Overall 89%

Metal Combat: Falcon's Revenge

Nintendo of America for SNES; review, 794
This light-gun game offers much fun over Super Scope shooters. Each weapon does different battle strategies and has a unique visual effect. The training of the pilot enhances the real storyline.

Overall 87%

Microcosm

Pyrograph for Sega CD; review, 714
A meta-hot shooter set inside the body of the president of the Cyber-tech company. Graphics look good, but everything follows preset paths, and your own ship gets in the way more often than not.

Overall 59%

Micro Machines

Calcomputers for Genesis; review, 6112
Who needs fast asphalt when you can see across school desks and paint tables? There's no way you're going to top this game (no pun intended). Original fun, hilarious, and 90s!

Overall 77%

MILPA Baseball

Electronic Arts for SNES; sports, 714
Arcade-style card that focuses more on action than strategy. Large characters and fast animations are a plus, but tough control and a lack of options hold this one back.

Overall 71%

Nr. Nuts

Ocean for SNES, special section, 6111
This impressive endeavor of the funniest already a cable TV star in the U.K., tries for the U.S. market in a fully standard cartoon adventure. Not bad, but undistinguished.

Overall 77%

Monday Night Football

Data East for SNES; sports, 6111
Here's a football sim that doesn't take advantage of its recognizable license. Instead of digital voice, poor on-line services, and no NFL or player's license. Not!

Overall 47%



NBA Jam
Action for SNES; review, 712; strategy, 713

This sports game has more action than most action games. It does everything right—and it does it with the blazing speed of an action play game.

SNES: 81%; Genesis: 87%; Game Gear: 83%



Mortal Kombat
Sega versions MA-12
Action for SNES, Genesis, Game Boy, and Game Gear; strategy, 6113

Game-winning action—no blood for the Special—makes this one of the top fighting games. Love those finishing moves!

SNES: 80%; Genesis: 87%; Game Boy: 78%; Game Gear: 82%

NBA Action '94

Sega Sports for Genesis, sports, 714
Despite the small player size, this game does a very nice job of increasing the intensity of pro basketball. Fast action, solid control and the soothing voice of Matt Albert combine to offer you a lot of arcade-style hoops entertainment.

Overall 80%

NBA Showdown

Electronic Arts for SNES, sports, 712
The games screened play faster, update a 12 man roster, and 30-second play options make the game a must-buy for basketball fans. A star-studded competition.

Overall 87%



NBA Showdown '94
EA Sports for Genesis, sports, 714
It's the best yet in the long line of EA Sports sports titles.

Besides a better game engine and new player animations, the new hit strategy and on-the-fly objectives and dynamic play-logging make this a must-buy for hoop fans.

Overall 84%



NFL '94 Starring Joe Montana
Action for Genesis, sports, 712
The addition of a SportsTalk play-by-play feature makes this fantastic simulation that much better. This game is right on period!

Overall 82%



NFL Quarterback Club
Action, Game Boy, sports, 6112
Not a sports sim, but a completion of the NFL's top 10 QBs. Send your hero into four weeks that his skills against the pack.

Since players don't roam actual stadiums and weaknesses, there's not much to it.

Overall 47%



NHL Hockey '94
EA for Genesis and Sega CD; Genesis, sports, 6111
Sega CD, sports, 713
This is the answer to a hockey fan's dream—the cut, natural NHL and NHLPA licenses, much quicker games, and based new offensive weapons. Joy! (4-Play Play compatible.)

Genesis: 81%; Sega CD: 80%



NHL Stanley Cup
Nintendo of America for SNES, sports, 712
In rough-around-the-edges quality and lack of an NHLPA license, this hockey sim does not live up to the name. And it's 712.

Overall 62%



The Ninja Warriors
Taito for SNES; review, 714
A smoldering action game that's better than most because of its already progression of varied and increasingly-difficult foes. The

OFFICIAL

**Game
Players**

SPORTSWEAR!



JOIN THE GAME PLAYERS TEAM!

**ORDER
TODAY!**

Quantity	Price	Total
<input type="checkbox"/> Game Players T-shirt	\$7.50	\$ _____
<input type="checkbox"/> Game Players Cap	\$7.50	\$ _____
Send Today to:		Subtotal \$ _____
Game Players Sportswear		Shipping + \$2.50
P.O. Box 29364		Total \$ _____
Greensboro, NC 27429		

Check enclosed Visa MC Amex

Card # _____ Exp. Date _____

Signature _____

Name _____ (PARENT'S SIGNATURE IF UNDER 18)

Address _____ (PLEASE PRINT)

City _____ State _____ Zip _____

Telephone (____) _____

**Rocket Knight**

Konami for Genesis, strategy, \$27, review 8/12

This one gives you the classic genre play that established Konami in the early days, as well as the 16-bit state-of-the-art technology of today. And hey — you're a peasant!

Overall: 95%

• The Peace Keepers
Jaleco for SNES, review, 7/4
Choose from four characters and take a rebellion against a massive corporation. The formula is stale, but there's a wacky in the story mode because it changes according to your character and route.

Overall: 77%

Palet
Accolade for Genesis, sports, 7/3
Despite being in play control and perspective, Palet's fast action and seasonal play sessions, and large character animations make it an enjoyable, though not too notch, soccer game.

Overall: 77%**• Pinball Dreams**

GameTek for Genesis, review, 7/4
Most of the titles are badly designed, but the shot angles here are cranked and the flipper control is sticky. There are three tables, but the graphics are really boring in each.

Overall: 59%**• The Pirates of Derkwater**

GameTek for SNES and Genesis, SNES review, 7/4, Genesis review, 7/3
Centered around the struggle for control of the mysterious phoenix lake. This is essentially another *Demons of Dragon-style* fighting game with awards and TV-local characters.

SNES: 60%**• Pink Goes to Hollywood**

Telesoft for Genesis, review, 7/4
You steer the Pink Panther across one of several movie sets, each with its own cinematic boss. Tongue-in-cheek instead of action-packed, it's a good diversion.

Overall: 80%**• Prize Fighter [MA-13]**

Sega of America for Sega CD, review 7/2
Until you defeat it, it's a fun and unique boxing arc. But it soon becomes a mawkish picture with a steep price tag.

Overall: 67%**• Pro Sport Hockey**

Jaleco for SNES, sports, 7/1
This one is unfortunately checked by work game play. You've got large characters, but they're slow-slow — and there's limited shot selection. No. Bad ice.

Overall: 49%**• Race Driver!**

Tengen for Genesis, review, 6/13
Racer David doesn't capture the excitement and excitement of its arcade counterpart. But for amateur drivers, it's worth backing up and giving it a try. 6/13

Overall: 58%**• Ramna 1/2**

OTM for SNES, review, 7/5
Ramna 1/2 is both a satire of Street Fighter-esque fighting games and an interesting competitor in the genre. It's really Japanese, but who could resist subbing up in the ring with a giant panda?

Overall: 84%**• R.B.I. Baseball '94**

Tengen for Genesis, sports, 7/4
Inevitably smooth animation make graphics the game's highlight, but poor game play and faulty computer intelligence put the rug out from under it.

Overall: 72%**• Ren & Stimpy: The Quest for the Shaven Yak**

Sega of America for Game Gear, review, 7/1
Stop watching the reruns and play the one! Sega's best R&G game is much fun, and it, like, ston! THQ games for Nintendo format, just captures the feel of the cartoons.

Overall: 84%**• The Ren & Stimpy Show: Buckaroo!**

THQ for NES, review, 7/1
Even if this weren't a solid game based on real R&S cartoons, NES fans would still want to get their hands on it just because it's a new game for their system. But, hey — it's a good blend of action and puzzle, too.

Overall: 77%**• Ren & Stimpy: Stimpy's Invention**

Sega of America for Genesis, review, 7/2
Dive through it has to problems, it's still true to the cartoon — although it's very too short. Still, you'll really laugh at the variety of crazy, loopy moves the pun can pull off.

Overall: 71%**• Rex Roman — Experimental Surgeon**

Raya Systems for SNES, review, 8/12
Learn of the dangers of smoking from a video game instead of health reports. Rex does a decent job of doing odd stunts into an entertaining action game.

Overall: 82%**• Riddick: Bone Boxing**

Edwin for SNES, sports, 7/1
The latest in a long line of strange boxing simulators. Bone isn't bad — it's just been done before. Consider a fighter than go for the title. Stop and if you've heard it before.

SNES: 67% Game Boy: 67%**• Road Rash**

U.S. Gold for Game Gear, review, 7/2
A racing game with personality but aside from the fact that you can punch other riders, this one's really about much that's of merit fans their racing games.

Overall: 77%**• Robocod**

U.S. Gold for Game Gear, review, 7/3
This robotic action game is aimed at a younger audience. Unfortunately, the levels are long and tend to repeat themselves.

Overall: 49%**• Rocky Rodeo**

Iron for SNES, strategy, 6/11
OK, you're a rodeo! It's a search of pizza. You're fast and you're up against the mob. You also have an arsenal of killer headdresses. We're not making this up. Give it a go.

Overall: 71%**• Romance III of the Three Kingdoms**

Koe for SNES, review, 7/4
Guide your monarch-to-be the making to success by cultivating allies and training soldiers, thereby increasing your wealth and strength. And don't forget about social deflection, cult, rebellion, and loyalty — all factors in your reign.

Overall: 77%**• The 7th Saga**

Enix for SNES, strategy, 6/16 and 7/2
Another sprawling RPG from Enix, this one distinguishes itself because the game follows slightly different paths depending on which of the seven characters you choose — adding instead of replay value!

Overall: 80%**Secret of Mana**

Square Soft for SNES, strategy, 8/12

Let's cut to the chase: here's one of the best SNES RPGs ever. It's huge, and the graphics are lush and large. The arcade-style combat is smooth and challenging.

Overall: 93%**• Sherlock Holmes Consulting Detective Vol. 2**

Sega of America for Sega CD, review, 8/11
The second in the series is basically the same as the first — digitized video of editors revealing clues to solve mysteries. Once you've solved them — or maybe even before — you're through with this game.

Overall: 21%**• Side Pocket**

DevE East for SNES, strategy, 6/12
This is slick, with excellent graphics of both the table and the ball-and-wooden balls. But despite its easy interface, it's not really a good emulation — just a fun diversion.

Overall: 67%**• Slingshead**

Sega of America for Sega CD, strategy, 6/12
This one's translated from the smash PC arcade shooter — and we mean "shooter" (read in an auto-fire controller: "You can't let up until Earth's back in steady hands).

Overall: 64%**• SimAnt**

Maxis for SNES, strategy, 7/1
Here's your chance to rule a colony of black ants — as from you've wanted to actually the PC (read: takes issues you know the hell, so to speak, to help your colony prosper. It's complex, yet still goofy enough to keep you coming back.

Overall: 74%**• Skitchie! [MA-13]**

Electronic Arts for Genesis, review, 7/4
A strong game with an afro-cool jazz 'n' rock on-line skates and rock (and the thump of mixing ones to scuffle). If there are lots of you on the same bumper, but your opponent ain't his real kid.

Overall: 77%**• Skyblazer**

Softy Inagrowth for SNES, review, 7/2
The enemy and add play make the action game worth checking out. With low exceptions, each of the 16 areas has its own look and game play, and you can choose the order in which you want to see them.

Overall: 80%

TEMPTING, ISN'T IT?

It's been one of those days. A revolution is about to topple your government, your invasion force has just been thrown back into the sea, and France and England have just levied trade embargoes against you. What's next?



In **THIRD WORLD WAR™**, it's your call—you'll lead one of 16 nations in a bid for world domination. Adapt your strategies to realistic, ever-changing world events, and plot your every move on nearly 85 interactive scenario maps. Or, if all else fails, there's always that little red button . . .



SEGA CD™



The only SEGA CD game to feature a real-time strategy mode. Adapt your strategies to realistic, ever-changing world events, and plot your every move on nearly 85 interactive scenario maps. Or, if all else fails, there's always that little red button . . .



© 1994 Sega CD Inc. Published by Sega Enterprises, Ltd. All Rights Reserved. SEGA, SEGA CD, and SEGA are trademarks of Sega Enterprises, Ltd. in Japan and other countries. SEGA CD is a registered trademark of Sega Enterprises, Ltd. in Japan and other countries. SEGA CD Inc. is a subsidiary of Sega Enterprises, Ltd. All Rights Reserved.

ADVERTISERS INDEX

COMPANY	PAGE NUMBER
Absolute	57,73,123
Acclaim	80
Accolade	45
Activision	71
American Technics	111
Built-Proof	7
Capital Records	13
Electronic Arts	74-75,112-113
G & B Software	47
Interplay	43
JVC	65,63
Meltonia of America	5-9,66-67
Ocean	59
Prima Publishing	125
Psychosis	95-97
Readyset!	97
Sega of America	21,117
Sony Imagesoft	85,161
Spectrum Halobyte	32-33
STD	1FC-1
Taito	51
Tengen	78-79,89
The Software Toolworks	15,49
THQ	93
TSR	119
Virgin Interactive	25,81
Working Design	39,41
Game Players	
Sega-Meltonia	
subscription	16-17
advertorial	121
Retailer contact	92
PC Gamer	
subscription	120-180

HOW TO CONTACT US

TO ORDER A SUBSCRIPTION: Use the order form found inside this magazine.

TO ORDER BACK ISSUES OR TO GET HELP WITH A SUBSCRIPTION PROBLEM: Call 201/769-8500, or write to: Game Players, Customer Service, 23-60 Route 301, Fair Lawn, NJ 07410.

FOR EDITORIAL QUESTIONS: Due to the volume of calls we receive, we are unable to take editorial or game-testing questions by phone. However, we love to receive your letters with comments, questions, and suggestions. Although we will try to respond in the magazine, Write to: Game Players, Editor of Correspondence, 351 A South Washington Street, Gloucester, NJ 07037.

Sonic Chaos

Sega of America for Game Gear, strategy, 611
Dr. Robotnik's other enemies and Sonic's alter ego. Some things never change. To be a legend in this case too, but only Sonic can reach the emerald-lore levels.

Overall: 84%

Sonic Spinball

Sega of America for Genesis, strategy, 611
Forest creatures are enslaved in a giant pinball machine. Naturally, it's Sonic to the rescue, complete with a new Super Spin Attack. Definitely different. Definitely fun.

Overall: 87%

Spellcraft

ASCII for SNES, review, 612
A good game, but fairly generic — and dated. The easy "bookish" approach to spellcasting is nice, but that's really its only original element. It can't compete with more top-to-date RPGs.

Overall: 81%

Spider-Man and X-Men

Fighting Edge for Genesis, strategy, 611
A terrific concept turns into a not-so-good game. When three X-Men disappear, Spidey and the crew try to spot the plot. Too hard to continue, and you must repeat the last being level too often.

Overall: 80%

Star Trek: The Next Generation

Absolute for NES, review, 611
A decent space-control simulator, it's not bad. But as a translation of the TV series, it falls short. Who cares what Picard says — all the alien races? All of 'em!

Overall: 58%

Stellar Fire

Dynamex for Sega CD, review, 743
A tank simulator set across the five moons of the planet Arcturus. Lots of variety from planets to planets, a steady batch of bosses and hot space. But the game is hard and even the busy mode has enough enemies to keep you busy.

Overall: 87%

Street Fighter II Turbo

Capcom for SNES, strategy, 610
This time round, your opponents know your moves and use old ones in new ways — and you're never left that much ahead before. You control the boss too.

Overall: 87%

Street Fighter Special Champion Edition

Capcom for Genesis, strategy, 611
The Genesis version was worth the wait — not only do you get all new moves, but you can also play bonus stages away from the SNES version.

Overall: 88%

Super Baseball 2000

Kino Arts for Genesis, sports, 612
Unlike the SNES version, the translation of the NEO-Geo rubeo-knockball game uses "bookends" — last names placed on the field. Gaspous isn't much, though.

Overall: 84%

Sub-Terranea

Sega of America for Genesis, review, 794
Not a craft through caverns as you rescue

hostages. Kill bad guys, and rolled post-vape. It's mostly a shooter, but with puzzle elements thrown in for challenge. Still, it's nothing you haven't seen a zillion times.

Overall: 79%

Super Alfred Chicken

Midwestarc for SNES, review, 744
Play the part of food guy Alfred Chicken, in a 21-level comedy action game. Puzzles and three Alpha Chicken bosses stand between Alfred and the rising eggs he must collect. Cluck cluck!

Overall: 84%

Super Battleship: War in the Gulf

Absolute for Game Boy, review, 744
Clear a path through hostile ships so the Allied forces can assemble. When it locks in graphics, the one makes us so strange. (Also available for SNES, Genesis and Game Boy.)

Overall: 73%

Super Battleship 2

Absolute for SNES, review, 745
Who says strategy isn't better than the original. Still, the action gets repetitive after the first right-to-left missions.

Overall: 72%

Super Bomberman

Midwest Arc for SNES, strategy, 610
It may be based on an old NES puzzle game, but the multi-player option turns this into an unusually addictive title. Once you and your friends do it a few rounds, you'll be hooked. (Multi-Tab compatible.)

Overall: 87%

Super Goal 2

Jaleco for SNES, sports, 763
This isn't the best SNES soccer game, but it's one of the easiest to learn. Goal fans will be pleased with the improvements.

Overall: 74%

Super Empire Strikes Back

JVC for SNES, strategy, 612
This Super Star Wars sequel boasts the same fantastic graphics and score-only soundtrack of the first. You go from Utah to Delgado to Cloud City until you take on Darth Vader mid-air-arena.

Overall: 88%

Super Loopz

Imagineer for SNES, review, 744
Form the next complex loop you can on a rectangular grid from a variety of random pieces. The strategy comes into play as you try to connect pieces you're already positioned off. If it drive you round the bend!

Overall: 88%

Super Pinball: Behind the Mask

American Technics for SNES, review, 744
Three real pinball machines were copied for this game, and the entire playing field is always displayed — no scrolling and no disappearing balls! About as close as you can get outside an arcade!

Overall: 88%

Super Purty

U.S. Gold for SNES, review, 742
Its repetitive minigames if from being truly outshining, but overall, it's a fun ride.



Sonic CD

Sega of America for Sega CD, strategy, 791



The more you play, the more you'll enjoy. Sure, it's the same old Sonic, but he's made it to the top for a very good reason. Our 1992 CD Game of the Year.

Overall: 91%

effort. Tamed by a wizard into a ball of blue clay, you can also transform into all manner of obstacles.

Overall: 77%

Star Ninja

Sega of America for Game Boy, strategy, 613
It has a good share of action, and some and special items help you on your quest which follows the movie plot. But if it is all Star Ninja wants to broadcast.

Overall: 87%

The Terminator

Virgin Interactive for Sega CD, review, 793
This is a pretty average platform game out the CD-quality soundtrack and digitized old scenes bring it to life.

Overall: 82%

Time Trax

THQ for SNES, review, 743
Rattle through time and Washington D.C. in an attempt to subdue one of the future's worst animals. Tons of hidden secrets out road of the game is just fun and short.

Overall: 82%

TMNT III: Radical Rescue

Konami for Game Boy, review, 792
Konami proves that this 3D life in the hard-shelled quartet! This time around, the Turtles have approved their own special moves. With an improved half-mech/robot cyborg Shredder on the loose, they're really necessary.

Overall: 86%



TMNT: Tournament Fighters

Konami for Genesis and SNES, strategy, 613, Genesis review, 791
The Turtles are all grown up — but still looking for a good boss! The SNES version gives you an lights to the Genesis's eight, and as graphics are much better. Too. The're one deal winner over both the fighting stars.

SNES: 82% Genesis: 86%

Tetris 2

Mitsumoto of Access for NES, review, 742
It's got bombs at night — a great big one that goes off when you find it's power switch. This is truly a disappointing attempt for puzzle fans who have patiently waited for this sequel.

Overall: 82%

Time Killers

THQ for Genesis, strategy, 612
This cast-off translation has snail-like characters, and the graphics have suffered, but it's also different. Eight wretched fans throughout the ages are it. Come out fighting!

Overall: 84%

Tom & Jerry: The Movie

Sega of America for Game Gear, strategy, 612
Raced in the cat-and-mouse tradition, 70% captures that Saturday morning spirit with wacky graphics and heads, science-back violence. Not much originality, though.

Overall: 44%

Tony Meola's Sidekicks Soccer

Recreo Base for SNES, review, 611
A super-fast paced, three-on-three sport for two or two players that's also easy to learn. There's a wide variety of scoring, but deliberate play lets shoot.

Overall: 72%

Top Gear 2

Konami for SNES, review, 611
A good racing game has been made better with 64 tracks and 16 countries. You can race on the full screen even in one-player mode. The less screen, and the split-screen two-player mode's all right.

Overall: 86%

Total Carnage

Melbou for SNES, review, 791
It's all about strategy, sure, while showing everything in night 'Sane, it's a generic arcade-action premise, but if you ignore finger is shy, here's the scotch! It needs.

Overall: 77%

Turn and Burn

Absolute for SNES, review, 791
It's not as detailed as most CD fight sims, but it's still a great effort. Arcade fans should take note: however, that this is a "soft" combat game, not a blow-'em-up.

Overall: 82%

Vendicta

THQ for SNES, strategy, 610
Based on episodes such as "Mirrorland" and "The Boy Who Cried Fire" from the cult TV series, this one really captures the mood of those bizarre cartoons. Look up your common sense and just enjoy the ride.

Overall: 77%

Virtual Pinball

Electronic Arts for Genesis, review, 794
You can design your own pinball machines.

Sonic The Hedgehog 3
Sega of America for Genesis, review, 793

After a disappointing Sonic 2, this one really blacks out the scene. Detailed modeling and amazing animation make it even better than Sonic CD! Blue lightning strikes!

Overall: 82%

Ac/Raiser 2

Best for SNES; strategy, 6412
The sequel to one of the best SNES games is as good as the first. The "San Village" aspects of the original are missing, but device-infested action stages are top-notch.

Overall: 88%**The Addams Family**

Control for Genesis, review, 6412
Gomez saves the rest of the clan in what could have been a boring litano clone. Instead, it's a not-bad, victory-floped game that's complex without being impossible.

Overall: 62%**The Adventures of Dr. Franken**

DTMC for SNES; review, 791
Help green-skinned Dr. Franken search the world for pieces of his toba gland. DTMC targets younger players, but they're the ones most likely to be frustrated by its lack of a password feature.

Overall: 73%**The Adventures of Rocky & Bullwinkle and Friends**

Alcade for Genesis, strategy, 6412
Moosa and Squack's list to get out isn't much as the graphics department, but it has some very hard — sometimes frustrating — game play.

Overall: 42%**Aero the Acro-Bat**

SureSoft for Genesis and SNES; Genesis strategy, 6411
SureSoft's mascot character is a desecrated bat who performs amazing feats while lighting off kites in the Big Top. Great graphics and animation are the highlight.

After Burner III

Sega of America for Sega CD; review, 6410
Over-the-top sound, CD sound, and the King's hottest fighter can't save this typical shooter. It's a good shooter, but it's more of a disappointment than a standout.

Overall: 78%**Aladdin**

Copcon for SNES; review, 791; strategy, 792
This is the one without Dopey moustache, but who cares? It's got smooth moves, lots of personality, and a first boss that's better than the Genesis version. It only drawbacks is that it's too short and easy.

Overall: 88%**Awesome Possession**

Tengen for Genesis; strategy, 6412
This ecologically correct crusader wants to rid the world of polluters. You'll just want to shut him up — he talks constantly through four worlds of three levels each.

Overall: 80%**AWS Pro Moves Soccer**

ASCII for Genesis, sports, 791
Lots of extra features can't make up for frustrating game play. It's got a low price tag, however, so if you can get used to the strange moves, it's a bargain.

Overall: 60%*** Barkley: Shut Up and Jam!**

Sport Accolade for Genesis, sports, 794
An aggressive MM Jam look-alike, shackled by poor control and choppy graphics. Horrible artificial intelligence and the lack of a shot clock make this a bunch-warmer.

Overall: 70%*** Bart & the Beanstalk**

Accolade for Game Boy; review, 794
The designers of the action game look a standard story. Theaters the Simpsons' faces or being characters, but there in some of the show's running jokes. Boring!

Overall: 38%**Bart Vs. the World**

Flying Edge for Game Gear; review, 793
The better humor of other Simpsons games isn't here and the action segments could be from any game. Ignoring it for home, but pack it for the beach.

Overall: 62%**Bart's Nightmares**

Flying Edge for Genesis, strategy, 6410
Jon Bart's search for homework through the Simpsons-land world. "Windy Wood" is repetitive, and "Temple of Muggo" is impossible, but the rest are a treat. (Also available for SNES.)

Overall: 70%*** Batman Meets Radioactive Man**

Flying Edge for Game Gear; review, 793
Radioactive Man is in limbo and only Bat can rescue him in this four-level action game. It's full of amusing jumps, and there are no passwords.

Overall: 44%**Batman: The Animated Series**

Konami for Game Boy; review, 791
There aren't many new action adventures for Game Boy, and this one's not one. But you'll save your eyes controlling these old characters.

Overall: 70%**Battle Cars**

Memo for SNES; review, 6410
This big, bad, bionic diving game takes the best of racing, tennis, and adds tons of other options. Its slow-up-the-off-ramp game is definitely a must-play for racing fans.

Overall: 88%**Beauty and the Beast**

Delix 2 Quest
SureSoft for Genesis, review, 791
Although it's easy, the graphics and well-crafted mix of problem-solving and action make this one worth your time.

Overall: 82%**Beauty and the Beast: Roar of the Beast**

SureSoft for Genesis, review, 791
The progress may be beautiful, but the controls are a beast. Combine this with its repetitive nature, and the game may have you pulling out your fur... or hair.

Overall: 51%**Bill Walsh College Football**

EA for Genesis and Sega CD, Genesis, sports, 6410, CD, sports, 793
Freaking last year's top 25 college teams plus another two dozen all-time best are the only stars. The overall effect is a more exciting, emotional game than John Madden (4-Way Play compatible).

Genesis: 82% Sega CD: 82%**BioMetal**

Activision for Super NES; strategy, 6412
Your mission: Destroy the alien BioMetal within 32 hours. Do hard mode late night.

Coming next month...

Tons of REVIEWS, PREVIEWS, TIPS, and NEWS of the games YOU want to know about

including (hopefully):

- More news on the licenses of the century — EA's *Stag Fu* and Michael Jordan games.
- New *NBA Jam* characters — plus all the latest codes and tips
- A sizzling preview of the upcoming *Streets of Rage III*.
- Reviews of *The Jungle Book*, *Speedy Gonzales*, *Sylvester & Tweety*, *Wario Land*, and tons more!
- A huge guide to *Super Metroid*.
- Hot strategy for *Star Trek: The Next Generation*.
- Details of a new fighting game that looks at least as good as *Virtua Fighter*!

And much, much more!!!

Be back here 30 days from now for another edition of the world's best game magazine

FREE GAME!

To celebrate the launch of **PC GAMER**, we've teamed up with *Sierra On-line* to bring you a sensational charter subscription offer on **PC GAMER**.



Gabriel Knight: The Sins of the Fathers

In the first installment of what promises to be a long, successful new series, Gabriel Knight enters the

world of the New Orleans Voodoo cults — and discovers the truth about his own amazing destiny.



Goblins

It's one of the most innovative puzzle games we've seen in years! You'll guide three zany goblins through a land of brain-teasing puzzles and odd situations. Each

has his own special abilities, and it's up to you to figure out how to best use them.

PC Gamer

— THE authoritative guide to PC gaming. Whether you've been playing PC games for years or are just getting started, *PC Gamer* is the magazine you've been looking for. Every month we'll bring you honest, hard-hitting reviews of all the latest games — including the new, cutting-edge CD-ROM titles — so that you'll know which ones are right for you. Our editors are PC gaming experts, and they'll give you the information you need before you buy.

Goblins 2

The best kind of sequel, *Goblins 2* brings you all the fun of the first game — and then some. This time out, you'll control two little imps in even tougher puzzles.



...when you
subscribe to

PC GAMER

Act now, and you can take your choice of any one of these six great Sierra games — in either floppy- or CD-ROM format — absolutely FREE!

"Proof that the era of CD gaming is upon us."



ROBERTA WILLIAMS

King's Quest VI
SHE HUNG, LOSE TOMORROW!

SIERRA

all here in the most beautiful KQ yet!

King's Quest VI:

Heir Today, Gone Tomorrow

It's love at first sight for Prince Alexander, and he's determined to find his princess and win

her heart. It's

The PC Gamer Cover Disk

Combine with every issue, you'll get the PC Gamer Cover Disk. It's an interactive demo disk that

lets you try out the hottest new titles around — before you buy them. Only PC Gamer gives you the chance to test drive some of the biggest, most eagerly awaited new games at the market — every month.

You Get it All!

Put it all together and the total package gives you 47 issues, 42 issues of the best PC games magazine in the business, 42 cover disks per best with interactive demos of the year, plus one of any one of six great Sierra games. All this for only \$47.95 a year — a savings of almost \$211 off the advertised price!

save
50%

\$24.95

4 issues with disk

New Upgrade

Please indicate if this is a new sub or an upgrade.

P.O. Box 54163, Boulder, CO 80322-4163

Name _____

Address _____

City/State _____

Zip _____

AMEX MC VISA Payment Enclosed Bill Me

Card# _____ Exp. Date _____

Signature _____

PC GAMER

YES!
Send me my subscription right away!

\$47.95

12 issues with disk

New Upgrade

Please indicate if this is a new sub or an upgrade.

King's Quest V:

Absence Makes the Heart Go Yonder

Magic! Gypsies! Ants! Yetis! KQV has them all, as good King Graham, patriarch of a whole family of adventurers, goes up against the evil Mordack in his second King's Quest game. Great graphics, great sound, great game!



Leisure Suit Larry 6: Shape Up or Slip Out

This latest adventure in the life of America's favorite lounge lizard is vintage Larry. This time out, Larry finds himself stuck in a health spa full of gorgeous women — and one of them just might be Ms. Right!



King's Quest V

King's Quest VI

Gabriel Knight

Leisure Suit Larry VI

Goblins

Goblins II

PLUS...FREE GIFT!(Choose one selection and indicate format) **5SEG1**

CD-ROM FLOPPY

Back talk

It's time to wrap up the month again, and say a friendly goodbye to the month of June — only 30 more days until the August fun meet again.

AND THE GOOD NEWS IS...

...we're doing it all again next month! We've already got a ton of great games lined up for review in June — and we've got an exclusive major preview that's still too secret to mention. We've also got a feature that examines how designers go about creating video-game superstars such as Sonic and Mario.

Oh, and on the tips and tactics front, we'll have strategy guides to help you get through top games like *Star Trek: The Next Generation*, *Star Tronics* and, of course, *Super Metroid*. So where are you gonna be this time next month? Think carefully. Remember — we know where you live.



DON'T TELL THE 'RENTS!

We've been playing through *Mortal Kombat II* for the last three weeks — but we don't even have to leave the office! In a deal with *BallyMidway*, we've got a coin-op as the grand prize in an upcoming contest. You could be the lucky devil who gets to install it in your bedroom — provided your parents don't mind the screaming and all that blood. In the meantime, we're testing codes to keep you up to date with special moves. . . at least, that's our excuse for the hours we're spending in the back room!

SEND US YOUR 'ZINES

We're running a feature on video-game fanzines in an upcoming issue of *Game Players*. If you run a fanzine related to video games, then send us a copy as soon as possible. Who knows — you might get extra readers through *Game Players*. Write to: GP Fanzines, 300-A South Westgate Drive, Greensboro, NC 27407.

GAME ZERO



Send us your fanzine!



Mark Leonard, *Spock's Wrath* letter in *Star Trek*, demonstrates his interest in the U.S.'s best game magazines. He caught Leonard doing charity work for the Juvenile Diabetes Association. Have you caught anyone fanzine reading *Game Players*? Send us your pictures and win a prize!

LOCK UP YOUR DAUGHTERS!

Our lovable rogue, Vince, has escaped North Carolina for six sun-drenched weeks in California. He's been representing *Game Players* out on the West Coast, meeting publishers and making sure we continue to get the greatest and latest games as well as all the best promotions — such as those posters and stickers you've been getting the past few months.)



We love him, really... despite all the rumors about antics in the Viper Club.

BEHIND THE SCENES

We always work up to the last minute to bring you reviews of the latest games — and this month was no exception. What do you think of our cover? We've been following *Super Metroid* since we played it at the Winter Consumer Electronics Show. What a game! We've been hounding every one we know both here and in Japan to get a reviewable version, but our efforts paid off — we actually ended up with two copies! Sure the Suits in New Jersey (you know, the ones who pay the bills) were freakin' out about us barely making our print deadline — again? But it was worth it.

But did we get the score right? If you do agree with any of our ratings, let us know, and we might post your views. Write to: You Got It Wrong, *Game Players*, 300-A South Westgate Drive, Greensboro, NC 27407.

Dad, we love you guys. We love you so much, we'd like to give you our most prized possessions — Vince's Pro disc-pensers, Lucky's Viking beaknet, the dragon we won in Vegas. But nah, you need something better than that. So how about a collection of T-shirts we just happened to have floating around the office? Identify the game shown in this picture.



WIN SOME STUFF!

Don't write your answer on the back of a postcard. Send your entry to: What on Earth Contest, *Game Players*, P.O. Box 20284, Greensboro, NC 27426. We'll pick 20 entries out of the hat on Friday, July 1st, and those folks will really get theirs.

The Biggest Breakthrough in role-playing games
since the DUNGEONS & DRAGONS® game!

TURN ON THE Technology!



Interactive Audio CD
adventure is now
complete!

New From TSR!



Adventure with a twist . . . and a turn, plus a couple of leaps forward. Put another way - a new experience unlike anything you've heard before!

Turn up the decibels . . . crank up the adventure!
FIRST QUEST™, the new Interactive Audio CD
adventure game.

FIRST QUEST™ Audio CD Game:

The Introduction to Role-Playing Games

Features over 90 minutes of digitally recorded audio CD sound
tracks, DUNGEON MASTER™ Screen, game books, player
cards, modules, maps, and dice.

© and ™ designations trademarks owned by
TSR, Inc. ©1989 TSR, Inc.
® Rights Reserved



AUDIO CD GAME

ONLY ONE SOCCER GAME IS WORLD CLASS!

CHAMPIONS WORLD CLASS SOCCER™



SLIDING TACKLES SHUT
DOWN THE ATTACK



INSTANT REPLAY—
REVIEW THOSE
SPECTACULAR SAVES



AUTHENTIC
CORNER KICKS
FOR A QUICK
STRIKE



REALISTIC
THROW-INS,
HINDERS, TRAPS
AND MUCH MORE



CONTROL THE FIELD
WITH ADVANCED
PLAYER CONTROL



30+ INTERNATIONAL
TEAMS COMPLETE BY
RESEARCHING ACHIEVE

ON SUPER NES® & GENESIS!

AKkaim
entertainment inc.

© 1994 Akkaim Entertainment Inc. All rights reserved. Akkaim Entertainment Inc. is a registered trademark of Akkaim Entertainment Inc. Super NES and Genesis are registered trademarks of Nintendo. Akkaim Entertainment Inc. is not responsible for any damage to your equipment or data caused by the use of this software. Akkaim Entertainment Inc. is not responsible for any damage to your equipment or data caused by the use of this software.



*Our goal is to try and preserve classic videogame magazines
from years gone by before they are lost forever.*

*Thanks goes out to all the people who make this possible.
From the original editors and writers,
to everyone involved in acquiring and digitizing these magazines.*

*People interested in helping us out, in whatever way possible.
Either by donating classic magazines, scanning, editing or distributing them,
visit us at <http://www.retromags.com>*

*We are only interested in preserving classic magazines
that are at least 5 years out of print.*

*We have no desire or intention to profit from these in any way.
So please, if you come across people trying to sell these releases, don't support them!*

Thank You and ENJOY!

